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INSTINCT!**
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AND COIN-OP
REVIEW!



**SNOT
TO BE
MISSED!**

First look at the
disgusting
snotster
Boogerman
inside!

Yuk!

April 1995 Issue 40 £2.50



Demon's Crest

Capcom's fearsome fantasy epic
screams onto your Nintendo!

EXCLUSIVE! • SNES • NES • GAME BOY

Billy can't play with his pals today.
He's got a whole baseball league to sort out.

LITTLE BIG LEAGUE

PG



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DEMON'S CREST

EXCLUSIVE REVIEW!

Turn to page 32
Check out the demonic adventure of the
Super Ghouls and Ghosts off-shoot

MANCHESTER UNITED CHAMPIONSHIP SOCCER

EXCLUSIVE PREVIEW!

Turn to page 18
Does this game hit the jugular
in a Cantona kinda way?
Weave your way to page 18 and find out

BOOGERMAN

EXCLUSIVE NEWS!

Turn to page 6
We take a look at the new platform
Boogerman who defends
himself with his bodily fluids

TOTAL! KILLER INSTINCT

GUIDE AND REVIEW

The essential 8-page
pull-out of the graphically
sizzling, best beat-'em-up ever!

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SNES

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EXCLUSIVE

Demon's Crest

The spookiest SNES game ever gets the TOTAL! exclusive treatment. Check out Andy's bumper review this minute.



ULTIMATE PLAYER'S GUIDE

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Progress beyond the basic instinct with our pull-out Natural Born Killer coin-op tips. Miss them and be damned!

THE FIREMEN

Charlie says never play with matches. We say turn the heat up and give us more fire as we enter the world of *The Firemen*.

page 40



UNIRALLY

PLAYER'S GUIDE

Prepare to give your mates a good thrashing on this bonkers racer as you enter part one of our comprehensive player's guide.

page 78



JUNGLE STRIKE

The sequel to that Saddam blasting classic débuts on the Game Boy. Check out our explosive review on page 62. That rhymes and everything.

page 62



TRUE LIES

Arnold's movie-blockbuster was tops at the cinema, but has Acclaim's game version matched his thrilling big screen Harrier-related antics? Turn to page 36 to find out how to shoot a Fundamentalist. If nothing else!

page 36



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Flintstones 64 (GB)



WORLD EXCLUSIVE

SUPER PUNCH OUT!! TIPS

page 74

Part two of our boxing guide could make you heavyweight champion of the world. Or at least pretty good at *Super Punch Out!!*.



TOTAL!

NINTENDO NEWS



Join TOTAL! as we enter the realms of nasal cavities and bottoms via Interplay's *Boogerman*.

The post-Christmas software drought is finally passing and the first healthy shoots of new games begin to break through. *Everyone* has reason to rejoice this month as TOTAL! breaks the news covering spanking hot developments on all fronts. Superb platformers like *Boogerman* and *Hagane* take centre stage on SNES, while Game Boy owners can look forward to new *NHL* and *Madden* updates. Plus – exclusively! – *Red Baron* on the Ultra 64! Not bad!



SNOT

While the adverse effects of videogame violence have yet to be proven, there can be no doubt that when *Boogerman* appears on the SNES in the summer, there will be a spate of copycat crimes as school children everywhere heave mighty snot goblins from their noses and hoy them at their classmates. Mind you, that's what kids have been doing for years anyway.

Boogerman must be one of the most unpleasant games yet created. The main character, *Boogerman*, is a superhero who has a wide repertoire of phlegm-related attacks. On a more normal level he can run, jump and push things. However, when the need arises, he can deftly



Clearly a shot of *Boogerman*, a white bloke with big eyes and a pile of unpleasant stuff. I'm feeling sick now.

This is more like it – a nice pair of Armitage Shanks' finest gathered together on a grassy knoll. Yep, I can handle cistern/basin shots.



The message is clear: politicians in the world of Boogerman wear tacky brown suits too.

Let us be thankful for someone leaving some lovely trails of their nasal output hanging around these parts. What foresight.



This is what happens if someone sneaks up and pulls the chain before you've finished. Nasty.



Wa-hey! Getting a good old goosing down in the dark woods has never been such fun. Probably.

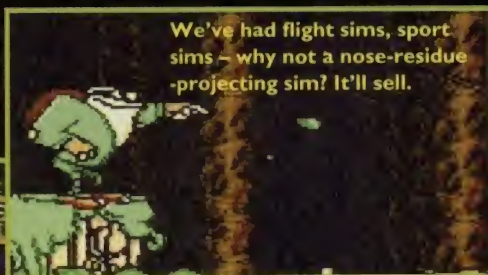


Boogerman is shaping up to be one weird, not to mention repulsive, title. Check out that guy in the superhero's suit polevaulting over the bogie-laden crevasse. Gumph!

ATTACK!

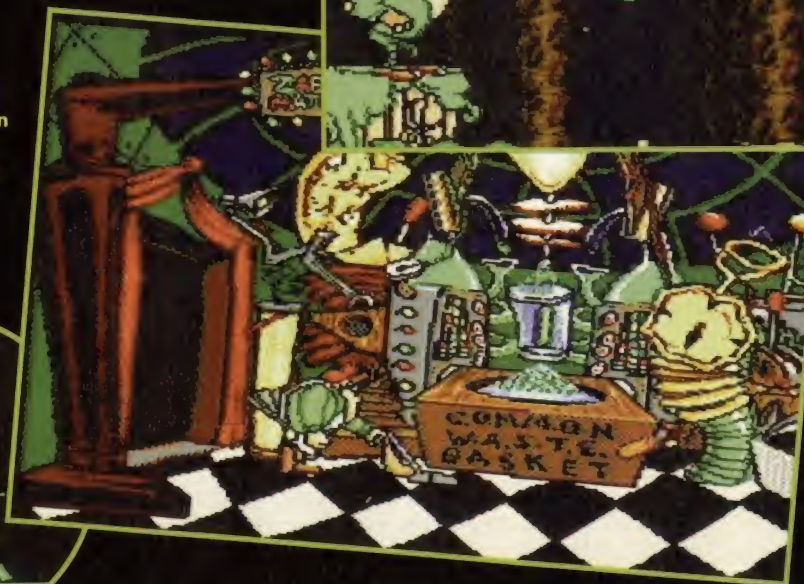
flick green globbets from his nose at an enemy. He can also 'loogie' which basically means he conjures up a great big throatful of stringy sinus sauce and gobs it at his unsuspecting foes. Not vile enough? Okay then, try warding off attackers with a green vaporous burp or a super burp. And if even that doesn't quench your thirst for biological unpleasantness, try a fart attack. Yes, it's all here, all those

bodily functions that we're not supposed to talk about, laid bare on your telly screen. Did I mention the chilli power-up? Hmm... that one turns your farts into fiery ones. Ho, ho.



We've had flight sims, sport sims - why not a nose-residue-projecting sim? It'll sell.

There's another lycra-clad chap down there. Look at his beergut. Stay off the ale, pal, get some exercise!



At the moment the game is unfinished, but expect a large number of challenging levels across which to launch your slimy attacks. It's looking very smart and it's certainly a good laugh, but there's a possibility that the joke could wear a little thin after a few levels unless the programmers have concentrated really hard on packing a lot of good features into it.



BOOGERMAN
- REVIEWED
NEXT MONTH

HAGA

THE FINAL CONF

Anyone who was a fan of the classic coin-op *Strider* will immediately feel at home with *Hagane*, due from Virgin. The game is a corker on a massive scale.

It's one of those epic shoot-'em-ups that Konami are so fond of doing, you know, more whirling enemy formations than is probably legal and some immense end-of-level Bosses. The main character is also a bit on the special side. You can quickly collect a whole range of weapons and the game's been designed so that each one will come in most useful at some point throughout the game. For example, the grenades are great

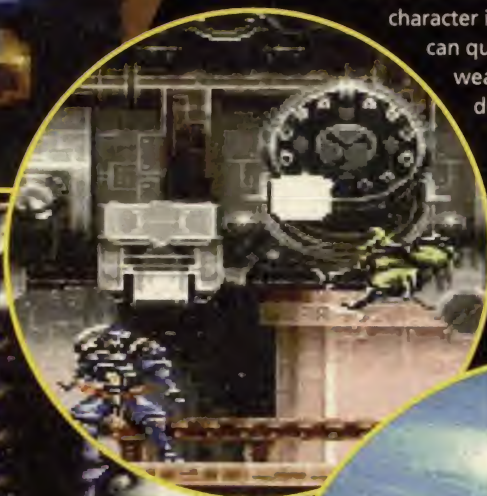
You won't find a more difficult blast-'em-up this year. It's impossibly tough even for us lot. Take our advice and start saving now. This'll be big!



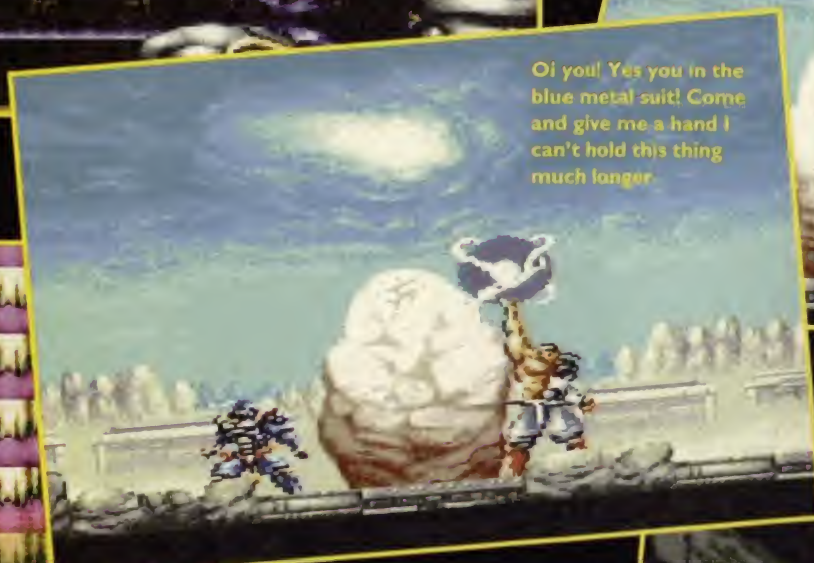
Above: This has to be the hardest first level boss in the history of gaming.



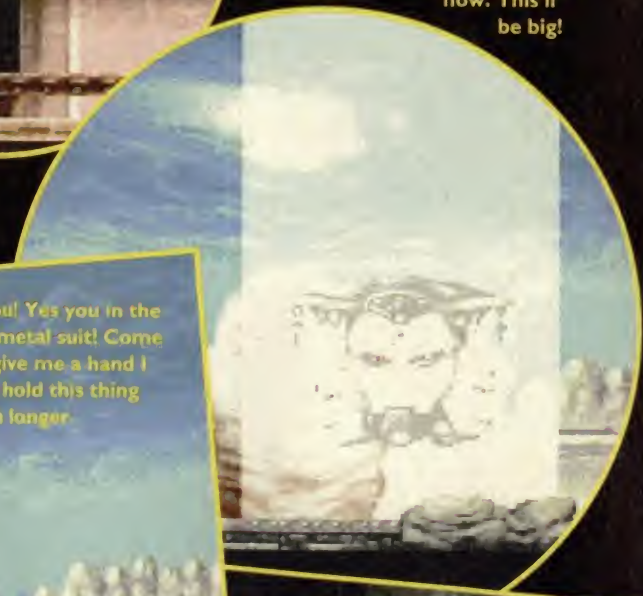
At last a game that doesn't skimp on pink and brown stripy pillars. This is a must for all pillar fans out there.



Oi you! Yes you in the blue metal suit! Come and give me a hand I can't hold this thing much longer.



The bonkers intro screens are just plain spooky. Our Josse hasn't slept a wink lately.



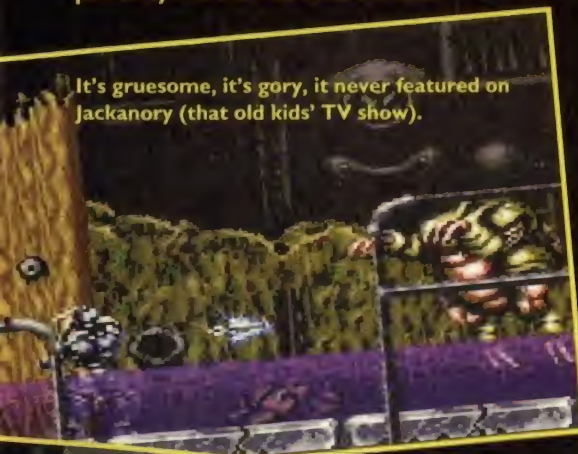
NE LICT

for destroying enemies on a lower level to you, a situation in which your swiping sword is useless.

And it's this thoughtful design that makes the whole thing so jolly good, well, that and the brilliant graphics, top sound and immense action. Yes I know this is only a news story, and I know we're not supposed to comment on the quality until the game's finished, but this is bloody brilliant. There, I said it.



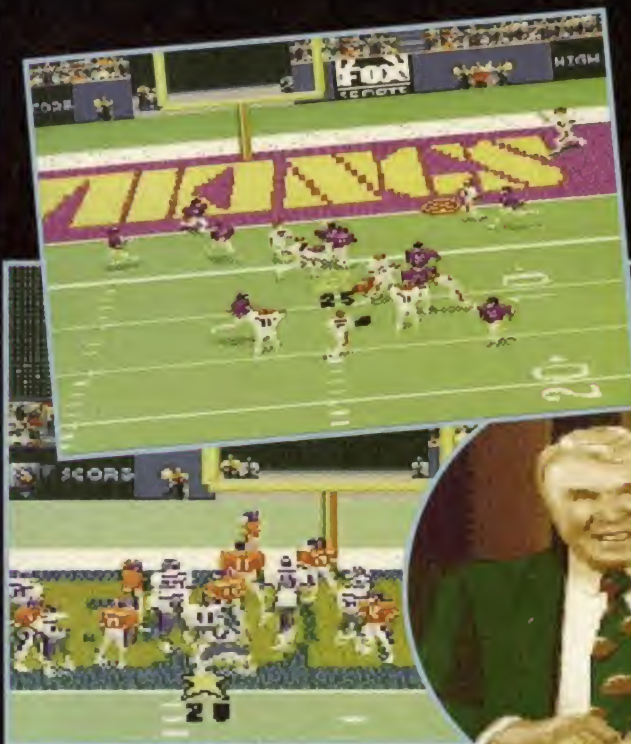
This makes *Super Turrican 2* (see page 21) look positively lame. Let us review it now!



It's gruesome, it's gory, it never featured on Jackanory (that old kids' TV show).



Madden '96 Crashes onto the Game Boy



What a bunch of sissies these lot are. You wouldn't catch Rugby players wearing pads.

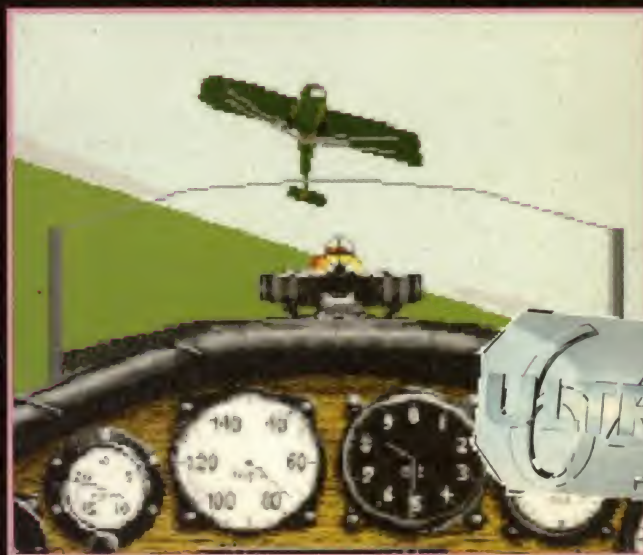
Don't get too excited, because *Madden* isn't appearing until the (as they say in America) third quarter of this year. Still we're not the type of mag to hold out on a decent news story just to fit in with THQ's marketing schedule. The new and improved *Madden* promises some excellent gameplay but, more importantly, a whole heap of up-to-the-minute fixtures and stats for those Game Boy owners who simply can't get no satisfaction from our nice little English sports and have to look to those rough and ready, pad-clad Americans for their ball-related thrills.

You'll have to wait until the Autumn to get your mitts on this eagerly awaited little beauty.



Red Baron on Ultra 64

Software production on the Ultra 64 is stepping up almost daily as more and more firms start developing for it. One of the more exciting developments though is that MicroProse have signed up and are working on a version of the brilliant PC game *Red Baron*. True, they've done more technically accomplished flight sims, but this one is perfect console fodder with its old WW1 planes and their simplistic handling. It sort of leaves you free to concentrate on the job in hand which is dogfighting. Anyway, here's a PC piccy to give you an idea what the game's about, but rest assured, with the immense power of the Ultra 64 behind it, the new version of the game will be streets ahead of what you see here.



At last Nintendo enter the world of the good old flight sims. Shame it's not out on the SNES.

NINTENDO NEWS

Top Gear 3000

Having got utterly bored with their race games, Gremlin have decided to take things one step further with *Top Gear 3000*. This time around the action is set in the future with you racing your car through both space and, yes, time. An incredibly rich Plutonian has organised the greatest galactic race in history with huge amounts of prize money available. There are 12 solar systems incorporating 48 alien tracks. The cars are all futuristic and there are secret routes, teleporters and power-ups a plenty. And the neatest feature of all is that you can play against up to three of your friends. However this is achieved by splitting the screen into four so

quite how well this will work remains to be seen. A release date hasn't even been set yet, so enjoy the screenshots and we'll bring you an update next month.

One corner of the screen seems far more sensible than the *Street Racer*-style letterboxes.



Prehistoric Man

Coming from Titus fairly soon (well, June in fact) is a quirky little game based around the antics of the little chap you see here. He's called Prehistoric Man and although we can't actually show any screenshots yet (we'll bring you an update next issue) the early version of the game we've seen looks pretty good. It's all very cartoony and there seems to be quite a bit of variety, judging from the level which sees the hero riding around on a stone unicycle.



We've just learned that Nintendo have secured the rights to this platformer themselves. It must be something kind of special then.

SUPER DROP ZONE
ready to launch

Following our review back in issue 36 in which we awarded the game 91%, the rather fantastic *Super Drop Zone* should be hitting the shelves around about now. The score speaks for itself but we'll labour the point anyway, this is a bloody great shoot-'em-up. And to celebrate its arrival, Sony are giving us some goodies to give away so scoot over to page 88 for more details.



Don't waste time reading this! Go out and buy this brilliant blaster immediately!

Oscar

Set in Hollywood, this new platformer places you in the role of Oscar, initially a game show host who is able to transform into a vampire, a GI, a cowboy and a cartoonist amongst other things. Quite how or why he does this hasn't yet been fully explained.

However, the game boasts seven huge worlds to explore, beautiful graphics, secret surprises, amazing sonics, wads of warps and, wait for it, five continues. But then, don't they all? It's due for release in May so by our reckoning we'll be fully previewing it next issue.

This doesn't exactly look ground breaking, does it? In fact, it looks curiously similar to *Robocod* if you ask us.



PGA Euro Tour hits the green screen

Golf is a game played by men with odd shaped balls? Nope that's rugby. Golf is actually a game played by men with buggie all else to do, or alternatively, by people with Game Boys and little inclination to spend three hours in the rain before getting in a cheeky one at the ho-ho-how-hilarious 'nineteenth' hole. The good news is that THQ will, in a couple of months, provide these people with the definitive Game Boy golf classic which has already proven its worth on almost every other system going. 'Phwoar, not bad'. Or should that be 'Fore, not bad'?

The original PGA Golf was a stonker. How can they possibly have improved it?



SUPER STAR WARS feel the force

Big news for Force-ful Game Boy owners everywhere and that's that Luke, Han and Leia et al are due to be hitting a handheld near you towards the end of this year.

And about time too! Only 18 years after the original film was released. Expect the sequel in 2013.



URBAN STRIKE on the Game Boy

At one time we had to wait nearly a year for decent sequels to appear. Not any more though. A couple of months back we had *Desert Strike*, this month it's *Jungle Strike* and in just a few month's time we'll be privy to an exclusive showing of *Urban Strike* on the Game Boy. It's shaping up to be rather special so don't go anywhere now, will you?

The sequel to the sequel of *Desert Strike* looks like being the best of the three in terms of variety and gameplay.



Coming soon to a newsagent near you!

SFX

The Science Fiction Magazine



It looks a bit like 'sex'. But it's more exciting than that.

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NINTENDO NEWS

NHL Hockey '95



Hockey-loving Game Boy owners will have to wait just a little longer for *NHL '95*, the release has been

put back a month so it won't be arriving until May. We have it on good authority that the game is looking surprisingly good on the

small screen. The rescheduling is a good thing though because it means we'll be able to bring you a full preview of an almost 100% complete version in our next issue. You'd be an absolute fool to miss it.

At last *NHL Hockey '95* appears on the hand-held. Be Prepared to give your Game Boy a good slippery pucking.



BIG SKY TROOPER



It's the age old story of alien invasion and only one man being, er, man enough to take on the galactic hordes. In this case the hero is a guy

Is he a trooper in a big sky or a big trooper in an ordinary sky? Find out next month.

called Jack Spudtop, an everyday sort of bloke whose only excitement normally comes from slouching in front of his TV.

Anyway, through some rather contrived circumstances, he takes control of a complex battle suit which he has the opportunity to equip with a startling array of weaponry over the course of this sprawling science fiction RPG. It's packed with features and takes you to over 100 planets over the course of your quest, more than enough venues for even the most ardent role-players.

The game is due out on the Super Nintendo in June and may well prove to be one of the most pant-wettingly addictive games of the year. So, as they say, watch this space, we'll update you soon.

Realm

Titus are about to bring us a shoot-'em-up set in the very distant future, 5069 in fact. It's a Cyberpunk-style adventure apparently following a sixteenth intergalactic war and us humans have created a Biomech warrior to protect the earth from Alien hordes.

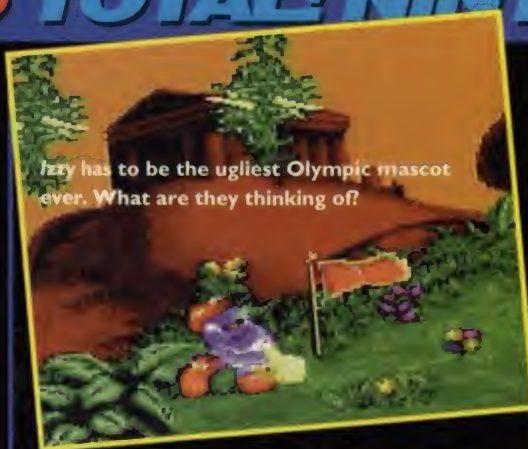
There are five massive worlds for the Biomech to fight its way through and the creators claim that the 'huge array of enemies and fantastic number of power-ups will keep you playing forever'. Er, but presumably only if you live that long.



Josse leans out of his bedroom window on a Friday night after a few beers and a curry.

The Mask

I'm out on video now so go and rent me, then be here next issue for a big, big SNES preview. S-s-s-smokin', Somebody stop me etc...



Izzy has to be the ugliest Olympic mascot ever. What are they thinking of?

IZZY

Hands up who knows where the '96 Olympics are being held? ...smarts arses. All right, well we didn't know until US Gold sent us an early version of this smart-looking new platformer featuring the new Olympic mascot, Izzy. The venue is, of course, Atlanta Georgia, but for the purposes of this game, it doesn't matter too much. The 'Games' might be a way off but this platformer is already looking pretty complete with some gorgeous backgrounds and some rather novel gameplay. The main character has all sorts of clever tricks up his sleeves and there are some intriguing levels like the one in which you hang-glide around the play area (the control being somewhat similar to that used in *Super Mario World* when the hero flies using his cape). It's still early days for this yet, but rest assured, we have been promised a big, big preview for next month.



Your quest for the Olympic ring begins in two month's time. It's gonna be a goodie!

CHARTS

For the very first time, every game in the SNES top ten scored over 90% in TOTAL! At last you're listening to us.



SNES

- 1 **NE** NBA Jam TE Edition
- 2 **G** Int. Superstar Soccer
- 3 **S** Super Punch Out!!
- 4 **NE** Cannon Fodder
- 5 **A** Donkey Kong Country
- 6 **2** Earthworm Jim
- 7 **NE** Return Of The Jedi
- 8 **NE** FIFA Soccer
- 9 **G** Street Racer
- 10 **NE** Stunt Race FX

NES

- 1 **1** Super Mario 3
- 2 **3** Pacman
- 3 **10** Alfred Chicken
- 4 **NE** Kirby's Adventure
- 5 **NE** Mario Is Missing
- 6 **2** Battletoads
- 7 **NE** Terminator 2
- 8 **NE** Bionic Commando
- 9 **S** Tetris 2
- 10 **NE** McDonaldland

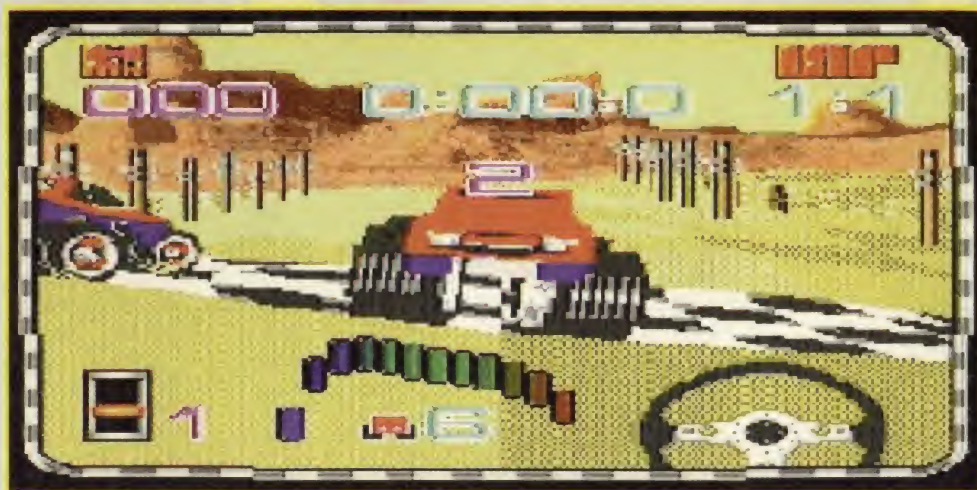
GB

- 1 **1** Donkey Kong '94
- 2 **S** Space Invaders
- 3 **3** Wario Land
- 4 **NE** Micro Machines
- 5 **7** Super Mario Land
- 6 **2** Tetris 2
- 7 **NE** Zelda - Link's Awakening
- 8 **NE** Aladdin
- 9 **NE** Top Ranking Tennis
- 10 **NE** Alien Vs Predator

THE MAKING OF

DIRT RACER FX

Our Atko took a trip to Elite and checked out *Dirt Racer FX*, the game that has been hailed as the next *Stunt Race FX*. Whilst there he put on his best Des Lynham impression and asked, 'How do they do that'?



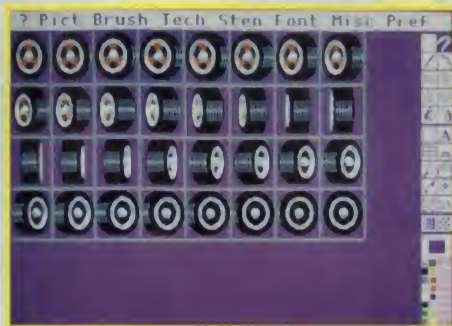
As reported last month, the latest in a spate of Super FX games coming to the SNES in '95 is almost upon us. *Dirt Racer FX* is the only major off-road racing game on the SNES and looks like it could be a stonker.

This impressive looking cart features a choice of three different cars in 15 different settings. Sadly, there is no change of perspective like in *Stunt Race FX* but the programmers reckoned it was a needless waste of memory to include such a useless novelty.

Last month the programmers boasted that each of the computer operated cars has an artificial intelligence. This month they elaborated somewhat. The CPU drivers have all been trained for each individual car, track and country. This was done using a unique technique whereby the testers of the game race on all tracks in each of the vehicles, perfecting race lines and times. The

CPU learns from this, enabling it to compete and become capable of beating even the greatest of *Dirt Racer* players. However this will depend on how good the *Dirt Racer* player is. If the player is a beginner, then the computer will be able to detect this by analysing how he/she is driving. It will then adjust its skill level accordingly, meaning that the player will always stand a chance of winning. Blimey, once you ask these programmers one question you can't shut them up.

Okay, that's all fine and dandy but how did they actually create the bloody thing? Get your eyes off this chunk of dull text and check out the Step By Step box on page 16.



Below: Programming is supposed to be hard. All you do is choose a picture from the library below and slap it in the game. My cat could do that after two helpings of sherry trifle.



THESE TWO BLOKES...

You don't have to be a pretty fella to program a top game, look at the state of these two. Chris Nash is the programmer (the one with the offensive shirt) and Adam Batham is the graphic artist (the one who can't quite grow a beard)

The Torvill and Dean of programming in hiding from the fashion police. Yuk, polyester!



With your opponents intelligence already programmed in there's always a car just ahead or just behind you. Is that a good thing?

What on earth is that gunk coming out of the tyres. Maybe Boogerman (see page 6) works part time at the local service station. Erm, or maybe not.



Wahey! Look at me! I can do that two-wheel driving trick seen frequently and needlessly in all films with either Smokey or Bandit in the title.

DIRT RACER

THE ORIGINAL TITLE SCREEN



Chris and Adam originally programmed this thoroughly-impressive 3D rotating intro screen into the game but had to take it out again because it used too much memory. Why didn't they just make the cart a bit bigger? Who knows?

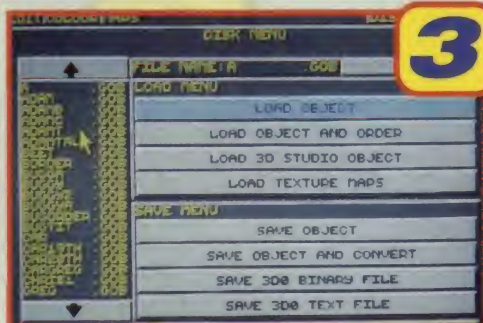
STEP BY STEP

Okay, so you've thought of an idea for a top game, what next? Well, that depends on the game but in the case of *DirT Racer* this is how Chris and Adam went about making their dream a reality.

1 The cars are created in the 3D Editor in *3D Studio*. The designers create a mesh from a series of polygons.



2 Each polygon structure is checked and inspected using a program called Keyframer. This is the rendering section of 3D Studio.

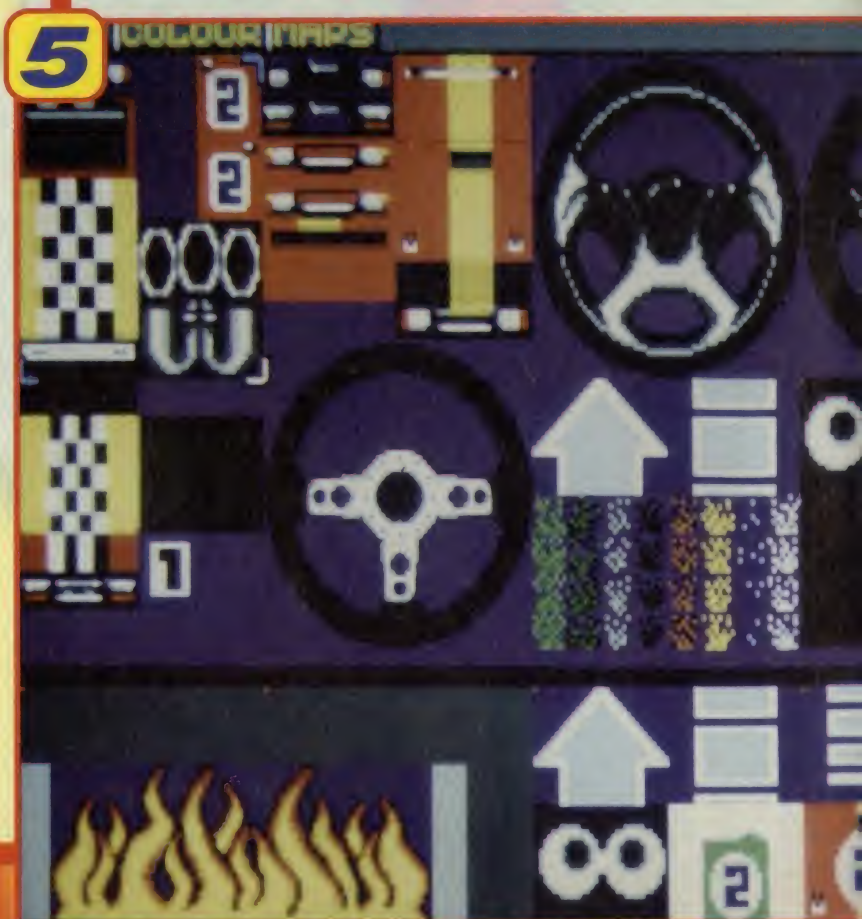


3 The model is then loaded into a custom-built editor as a studio object.

4 The editor then allows textures and colours to be applied.



5 The textures are drawn in *Dpaint* and imported onto the image.



WHY USE THE SFX CHIP?

Elite wanted to write a leading edge three-dimensional racing game for the SNES and only the SFX chip allowed them to make a high-performance polygon-based 3D game for the system. This opened up all sorts of possibilities for texture mapping on the cars and backgrounds as well as a great variety of roadside objects. It is

also significantly harder to write games for the SFX chip which means that fewer companies develop such games. This makes it unique and hopefully more desirable.

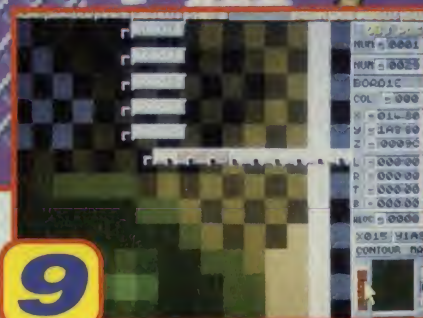
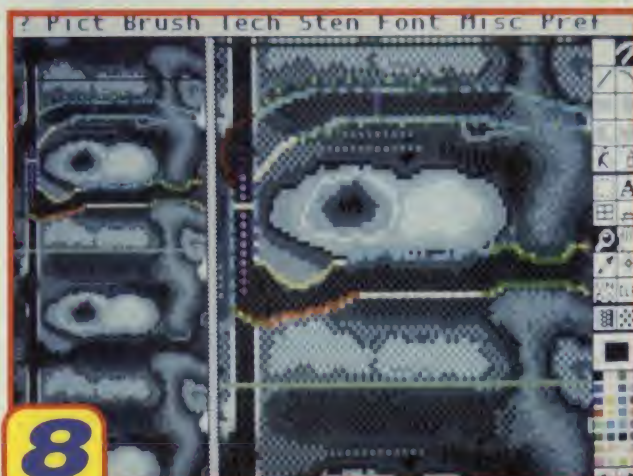
Wahool Look at me, yeah, right up there, how's this for a wheellie? Oh Crikey my rear axle's split...



6 The landscapes are created in another custom-built editor as a terrain map and converted to stipples in the editor.



7 The scaled objects in the game are created in Dpaint.



9 When the plotted objects are entered into the terrain editor it plots the position of each object onto the map.

NEXT MONTH

Look out for an exclusive review of this racing extravaganza from the man with the pineapple head only in TOTAL!



8 Each object is then represented as a colour for plotting its position.

For ► Super NES
From ► Ocean

MANCH UNITED



They're winners of the English Premier League for the last two years, they're current holders of the FA Cup and they're consistently outclassed by European opposition. Oh well, you can't have everything even if you are Man Utd. But you can have your very own SNES game it seems.

Innovation or Cheap Thrills?

With a simple flick of the *Select* button the perspective can be changed from isometric to overhead. To question is whether this is just a needless gimmick or in some way enhances the gameplay. Hmmm.



The overhead view like out of *Sensible Soccer*.

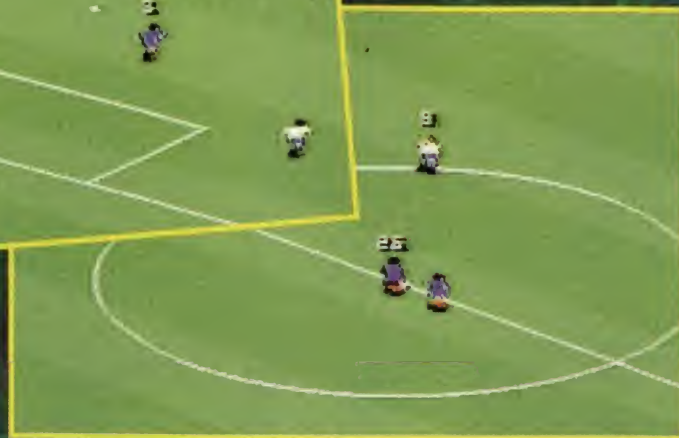


The isometric view like out of *FIFA Soccer*.



Why this is labelled as a Man Utd game is anybody's guess. I suppose Ocean expect every fan to buy a copy.

It's difficult to comment on the sprite animation as they're so bloody tiny.



ESTER

SUPER SOCCER



Manchester United Super Soccer is the latest in a spate of footy sims to grace the good old SNES in the past year or so. How does it differ to all the others? Well, it's like this...

The main difference between *Manchester Utd* and ever other footy game lies in its use of perspective. The game can be viewed from either an isometric view (like *FIFA Soccer*) or overhead (like *Sensible Soccer*). Both of these views can be toggled between



at any point in the game. Other features include accurate player statistics from Premier League and European sides, multiple competitions and most surprising of all, in-game commentary. We don't know the extent or quality of the commentary yet so don't go wetting your pants (*I couldn't if I tried - Andy*).

Admittedly this is a graphical stunner but it's going to have to be pretty darned special in the gameplay department to compete with the recently released *International Superstar Soccer*. A few flying-kick attacks on the fans would be in keeping with certain team members and would spice things up a bit that's for sure. Hmm, we'll see.



But I was nowhere near him. Come on ref, we was robbed mate. Do you want a kicking?

This magnificent array of special pants was Andy's favourite part of the game.



It's easy to get lost in the labyrinth of options. Be careful now.

SELECT TEAMS		
ARSENAL	BORUSSIA DORTMUND	AEK ATHENS
ASTON VILLA	FC BAYERN MÜNCHEN	AUSTRIA SALZBURG
BLACKBURN ROVERS	FC FRANKFURT	BEFFICA
CHELSEA	FC KAYSERSLAUTERN	SCUDIA BRATISLAVA
COVENTRY CITY	UFC STUTTGART	STEAU BOUHAREST
CRYSTAL PALACE	FC HANNOVER 96	GALATASARAY
EVERTON	ATLETICO MADRID	SEVETTE GENOVA
IPSWICH TOWN	FC BARCELONA	IFK GÖTEBORGS
LEEDS UNITED	DEPORTIVO	ANGERS ANGERS
LEICESTER CITY	ATLETICO MADRID	OLIMPIA LYON
LIVERPOOL	REAL MADRID	AC MILAN
MANCHESTER CITY	SEVILLA FC	SPARTAK MOSCOW
MANCHESTER UNITED	REAL SÓLEDAD	SPARTA PRAGUE
NEWCASTLE UNITED	BARCELONA FC	PARMA
NORWICH CITY	AC AUXERRE	SILVERBURG
NOTTINGHAM FOREST	BORDEAUX	HAPOEL TEL AVIV
S.P.A.	AS OMNES	FC SAMSUNG
Sheffield Wed.	MARSEILLE	LEON HANSA
SOUTHAMPTON	AS ROMA	ENGLISH STARS
TOTTENHAM HOTSPUR	MONTPELLIER ASD	FRENCH STARS
WEST HAM UNITED	PARIS ST GERMAIN	GERMAN STARS
WIMBLEDON	AS SAINT ETIENNE	SPANISH STARS
WOLFRATHSHUSEN	WOLFF	EURO STARS
WOLFRATHSHUSEN	WOLFRATHSHUSEN	ALL-TIME GREATS



Why is it that commentators hold the microphone so close to their mouths. Are they strawberry flavour?



For ► Super NES
From ► Capcom

MEGAMAN X2

Mega Man is one of the most successful video game characters in history. There have been close to 15 Mega Man games on various formats over the years and the good news is that *Mega Man X2* may well prove to be the best of the bunch.

Since Mega Man's last outing the Maverick Reploids have broken away from their control centre

and are running rampant within the grounds of an abandoned factory. Only you can stop them by slaughtering each in turn and acquiring their weapons. You are aided in your quest by the well-known scientist Dr Cain who has supplied you with two special vehicles, the mobile attack cycle and mobile attack armour.

The graphics are superb thanks largely to the newly-developed CAPCOM C4 graphics chip. We don't know exactly what it does but we know we like it and

Mega Man opens his crooning world tour in Las Vegas 'Start spreadin' the news...'

The Capcom C4 graphics chip really does the business on this level. I know you can't see it on page but just take our word for it.

Wire Sponge is one of the hardest Mavericks to destroy. Beware!



For ► NES
From ► Ocean

SUPER TURRICAN 2

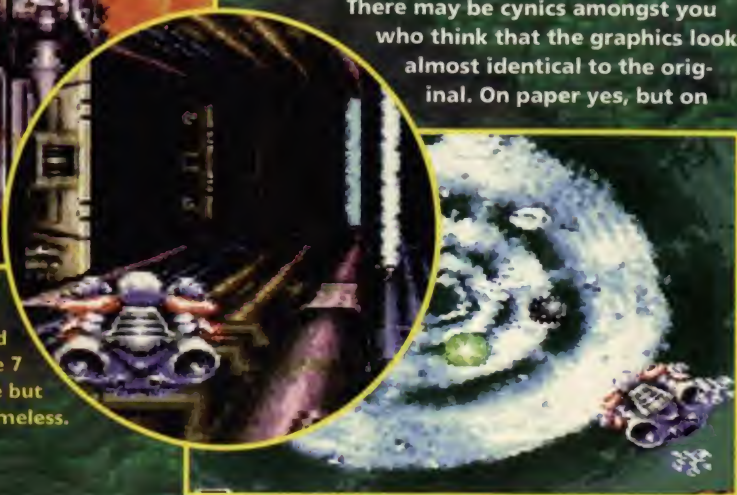
Left: One of the more original Mode 7 stages and what top fun it is too. We love it!

The original *Turrican* was an '80s classic and one of the originators of the shoot-'em-up genre. It seems strange, then, that the inevitable sequel has been so long coming. Well the wait has been worth it. The format may not be original but the non-stop action is irresistible.

There may be cynics amongst you who think that the graphics look almost identical to the original. On paper yes, but on

This end-of-level boss is easy to kill but watch out for the falling building.

Just look at these blatant *Star Wars* and *Earthworm Jim* Mode 7 rip-offs. Very nice but utterly shameless.





Mega Man labours to avoid the European cream cake and confectionery surplus mountain.

we want to see it more.

Okay, this isn't a startling departure from the rest of the Mega Man series but if you were making a sequel to the brilliant *Mega Man X* wouldn't you just tart up the graphics and make the thing bigger and harder? That's what we thought.



Mega Man gives the blue flame a second head-start in the 100 metre hurdles. Go!



It can truly be said that the first end-of-level boss is a bit of a big head.



The new mobile attack cycle may look like an orbital sander but it's super speedy and can, on occasion, fly over several screens.

The Turrican sprite has remained virtually unchanged for nearly 10 years and still doesn't look dated. Not bad!



screen there's enough parallax scrolling to make even the most hardened of ravers out there feel a bit queasy.

Still not convinced? Well, let's talk about weapons. How about spread rifles, lasers, flame throwers, rebound lasers and homing missiles? Enough armament for you?

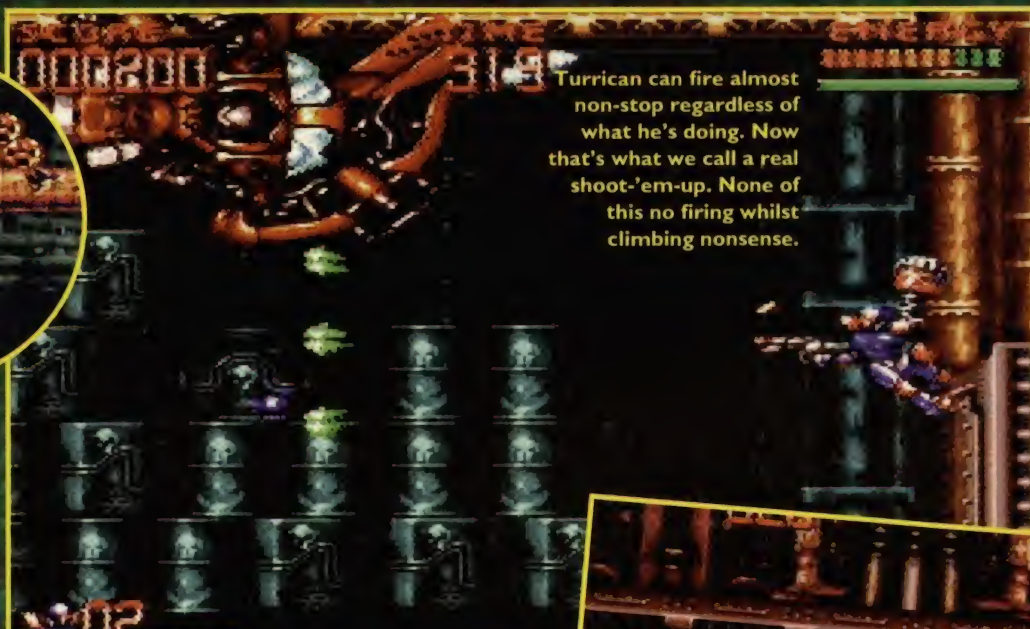
What? You need more persuasion? Come on this is only a preview. Oh alright then. You're up against attack droids, cyborg bikers, piranhas and the king of darkness and the vehicles at your disposal include cyber bikes and space sleds.

Add to all the above 18 massive levels, stunning Mode 7 sequences and an invisibility mode, and this certainly appears to be a progressive sequel rather than a mere cash-in on the current retro craze. Expect big things. We do.



The new addition of a grappling hook comes in very handy when your ammunition is low.

Unfortunately the dune buggy is nowhere near as much fun as it looks.



Turrican can fire almost non-stop regardless of what he's doing. Now that's what we call a real shoot-'em-up. None of this no firing whilst climbing nonsense.



For ► Super NES
From ► JVC

TIME COP



People stayed away from the actual *TimeCop* film in droves



Hoorah! There's nothing we like more than comic strip style intro screens. Or is this a picture from the comic? Er, I'm afraid we've forgotten.



The film starring Jean Claude Van Dam came and went from our cinemas before most of us had even noticed, which is a shame because it was a pretty good time-travelling yarn. Oh well, maybe the SNES conversion will

create more of a stir when it's released in a couple of months.

As you've probably gathered by now, the game of the film of the comic *TimeCop* is nearly upon us.

Predictably, you take on the role of Max



Left: Don't get all excited. That's a piccie from the film. Blimey we haven't got the Ultra 64 yet.



For ► Super NES
From ► Titus

WHIZZ

That Whizz chap shows off by living up to his name and, erm, whizzing.



Don't turn the corner until that geezer is well out of the way. He kills on sight.

Yes *Whizz* is one of those 3D isometric platform adventures that tend to be swines to control and usually result in the trashing of a room and much stoppage all round. The operative word being *usually*. You see, *Whizz* appears to have addressed these problems with a simple, but addictive, control system coupled with the fact that you can't actually fall from the platform edges. Hoorah!

The graphics certainly seem bright and detailed at this stage but

a question mark still hangs over variety. Still, with obstacles such as bridges, catapults, sledges, rockets, one-armed bandits and shark infested waters to contend with, *Whizz* may well prove to be the sleeper hit of Spring '95.

What a lovely pond. It's like the Blue Peter garden.



When faced by this scary chap what other option is there than to disguise yourself as a snowman?



Get all the strange icons or else the exit will not open.

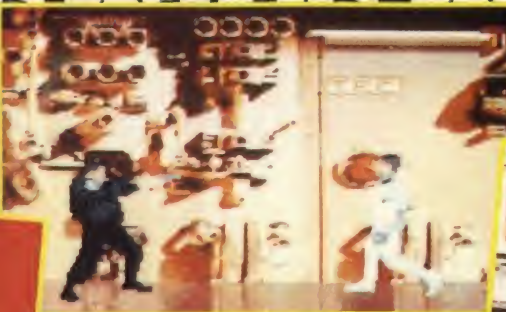




Left: The world hide-and-seek champion claims another victory.



Right: That man's got a hand that goes Blam. What a very odd bloke.



Walker (the Jean Claude character in the film) and must manhunt your way through time in order to prevent a bonkers techno-politician from altering the course of history, and fulfilling his dream of dominating the modern world.

This shoot-'em-up boasts digitized characters taken straight from the visually breathtaking film. From the glimpse we've had of it so far they appear to be stunningly detailed and gorgeously animated. Not bad! On top of this, Max is armed with an almost endless supply of

Below: It all looks a bit too much like Michael Jackson's Moonwalker for comfort.



firearms including sub machine guns, hand guns and grenades. Sounds pretty good to us.

Join us as we battle Neanderthals, German soldiers, midget submarines and even a body double in the next thrilling instalment of TOTAL!



For ► Super NES
From ► Ocean

MIR TUFF

Oh how easy it would be to wobble on about how tired we are of platformers. In particular those of the bright and colourful, cutesy variety. Well we're not going to do that. Let's bite our tongues and

give *Mr Tuff* a chance.

Humans have left Earth for a better planet and military droids have taken over in our absence leaving the domestic droids particularly unhappy with their wash. Only one robot can release them from this tyranny. His name? Tuff. Mr Tuff. With a name like that he was never going to be bullied at school was he? It's self-fulfilling prophecy that is, innit guvnor? Anyway, armed with weapons ranging from a yo-yo to a chainsaw you must battle your way across the planet trouncing all comers until the final confrontation with the military droid leader.

Okay, we gave it a chance. It does sound like yet another platformer. Ho hum.

We'll tell you where this bonus room is in next month's action-packed review.



Make faces would you? Well you didn't reckon on me having such long arms did you?



It's the kinky leather guy from out of *Pulp Fiction*. You don't want to be his friend.

For ► Super NES
From ► US Gold

OPERATION STARFISH

First there was *James Pond*, a respectable platformer that sold on all formats by the truck-load. Inevitably there came a sequel, *Robocod*. The graphics were superior, but many grum-

bled that the original challenge had been lost. Again it sold loads. Now we have

Operation Starfish, the third in the James Pond series and allegedly the biggest and toughest to crack.

Graphically, *Operation Starfish* appears in keeping with its predecessors. Unfortunately this could prove to be its downfall. Platformers have moved on considerably in the last year and unless the gameplay is a revelation I think we're talking average at best.

It doesn't look very inspiring at all, does it? Huff puff!

Those crazy people at US Gold have gone and made a cornetto world. Oh, they're so wacky and zany.

It's a cheese-eating Hulk. Imagine the dreams he has.

Same old, same old. We've got enough platformers. Stop releasing them.

For ► Super NES
From ► Ocean

FLINTSTONES

Flintstones, meet the Flintstones, they're the modern Stone Age fam-ilee. From the, town of Bedrock, they are irksome, tiring and dreary. One day, maybe kids will see the light. Then we, could be saved from all this tripe. When you, play the Flintstones, you'll have a tedious and pooh time, you'll have a pooh time, you'll have an average tiilime!

Yes, the conversion of that hyped-to-death and thoroughly disappointing Flintstones film is finally upon us. First impressions don't look good. The graphics

seem more prehistoric than state-of-the-art and the ill-timed release can only be a bad sign. Dare we say yabba-dabba-don't so soon? Oops!

That superglue really is the strongest bonding glue.

Simon says all characters from rubbish games put your hands in the air.

Fred falls off the edge after one whiff of Neanderthal man.

What a fine example of prehistoric architecture.

Oh it's just like out of the original cartoon. Isn't that cute blah, blah, blah.

NEXT MONTH
We'll have full reviews of all these top-titles in next month's action-packed, best-ever, bluey-white, cream-filled TOTAL! Don't even consider missing it!

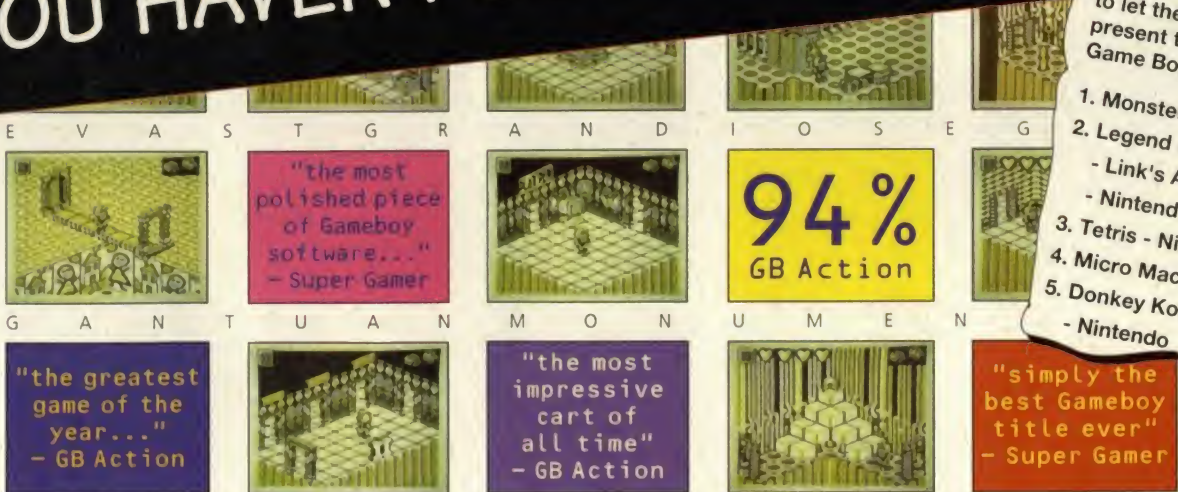


you'll never REACH THE END

MONSTER MAX



THANK YOU TO GB ACTION
MAGAZINE FOR VOTING
MONSTER MAX "THE BEST GAMEBOY
GAME OF ALL TIME EVER" (Jan '95)
IF YOU HAVEN'T GOT IT YET, GET IT NOW!



So, without further ado - it's time to let the fanfares ring out as we present the GB Action Top Ten Game Boy Games Of All Time...

1. Monster Max - Titus
2. Legend of Zelda - Link's Awakening - Nintendo
3. Tetris - Nintendo
4. Micro Machines - Sony
5. Donkey Kong '94 - Nintendo

to get this FAR takes AGES



GAME BOY™



Here's where you both select your players. Frankly, I reckon player one is a bit of a mug, whereas player two has gone for the lovelier choice.

This is Jago. He looks like a member of Spandau Ballet during their 'Musclebound' phase. However, he's a lot scarier than said New Romantics.



DJ Combo vs Riptor. While Combo is pretty hard, there's a lot to be said for the tail swishing and biting of the mighty Riptor. My bet's on the dinosaur.



The graphics in the game really are quite incredible. The atmosphere is intense.



PLAYERS:
1-2
FROM:
NINTENDO
PRICE:
£1 A GAME
RELEASE:
OUT NOW

'Killer Instinct is a superb beat-'em-up, and thanks to the power of the Ultra 64 it looks lovely.'

The rumour mill certainly went overboard on this one over the last six months. All sorts of amazing stories were bandied around regarding how ground-breaking *Killer Instinct* was to be, but now it's arrived, at first sight it's hard to see what all the fuss was about... that is, until you scratch beneath the surface.

One of the first wild and whacky tales to surface was that rather than combat taking place over a single play area, the fighters would throw each

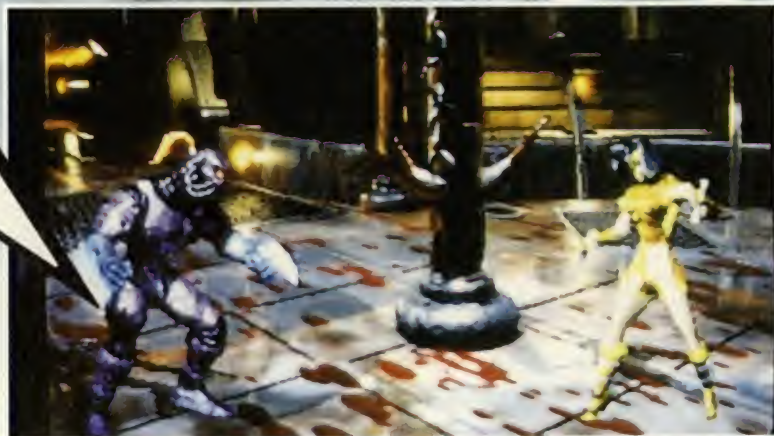


I think SabreWulf has the advantage here, purely because he's wearing that nice warm vest.

Oh, it's those bloody two again. 'Oi, stop hogging the review, give some other characters a chance will you?'



KILLER INSTINCT



Fulgore and Orchid stand around having an argument about who's got the nicest hairdo. A fight ensues in which Fulgore's pony tail gets messed up.

other through windows, and fall to the street below before resuming the struggle. As it turns out, this story was the product of an over-fertile imagination and, surprise, surprise, the game is played out over a variety of set backdrops just like this in *SFII* and *MKII*. Then there was the notion that, amazingly, the characters were animated on the fly like in *Virtua Fighter*, only much more detailed and beautifully rendered with none of the blockiness of the Sega game. True the rendering is superb, but

the polygons are not generated as you play. Instead, as in *DKC*, the moves are all pre-rendered and strung together to create fluid animation. What you end up with, essentially, is a *Street Fighter II*-like with top-smart graphics. But to be fair, it goes deeper than that. For a start the game is a lot harder than most beat-'em-ups. Not so great when you're shovelling coins into the thing, but when it hits the home, it'll be a definite bonus. Then there are the moves. Not only are there plenty of



Isn't it funny how kids call these Skellingtons? Well, I think so anyway.



ATKO SAYS...

I'm disappointed. Not with the game - it plays like a dream - but with the fact that so far, this supposed next-generation machine hasn't really delivered anything new. *Cruis'n USA* was good, but there are better racers around. Now *Killer Instinct* is good, but gameplay-wise, it's just *Street Fighter II*.



KILLER INSTINCT

It's hard to block if you're stood at the edges of the bridge. So don't do it. Check out our tips.

Here's Skellers again giving Hawk a right good boning, so to speak.



One of the immensely spooky inbetweeny-scenes. This game is slicker than any other beat-'em-up we've seen... and we've seen a lot.

them, but combos can automatically be accessed through a few simple button presses. It may take some of the skill away in one respect, but it just means that the skill comes in carefully timing your assault. Plus there are suitable break points in the combos so that the hapless victim at least has some opportunity to escape a pummelling if he or she is clever enough.

If I may, I'd like to return to the subject of those backdrops. While they're much the same as in any other combat game, they do, on this occasion, have an effect on the play (sometimes at least). For example, on the rope bridge levels, the surface of the bridge curves up at the edges of the screen and cleverly, this means that where you could block a low punch on the regular levels, on these bridges you can find yourself higher up and thus at the mercy of your

Blimey, there's that Onifield woman again. Aw, if only she were real.

SPILL
We thought it was going to be proper 3D and all that. But it isn't

opponent's attacks.

As for the characters themselves, well, yes they're all new, yes they have different special moves than those seen in any other combat game, but to be honest, they're variations on a theme. Fireballs, whirling kicks and teleports are here in abundance and while you'll enjoy getting to know and love each and every one, you won't at any point be forced to exclaim 'Gosh, that's never been done before!'

I guess the moral of the tale is 'Don't believe the hype'. *Killer Instinct* is a superb beat-'em-up, and thanks to the power of the Ultra 64 it looks lovely. But what we need more than next generation hardware are some next generation ideas.

ANDY

T!

More wolf on ninja action. Sorry, but it's getting hard to write original captions now...

JOSSE SAYS...

What a treat. While the graphics aren't true 3D like, say, *Virtua Fighter*, the use of sprites has given rise to a game that's just as playable as *SFII* or *MKII* but looks about ten times better. This is a real stunner. Let's hope it's possible on the home Ultra 64 console.



But do feel free to have a good hard look at the pictures, after all, they are among the most amazing we've ever seen. This one's particularly good isn't it?





Look at the rendering on that! And it's all animated beautifully. Every aspect of the game has been carefully thought out, it seems.

TOTAL! TACTIX

TRY IT FOR YOURSELF!

Here is, absolutely, definitely, the very best way to get the most out of *Killer Instinct*.

STEP 1 – Turn to page 43 and then flip through the pages until you are holding pages 43 to 50 between your thumb and forefinger.

STEP 2 – Tug firmly so that the pages come away from the magazine. Don't, under any circumstances show the document to any friends.

STEP 3 – Go down to your local arcade, find a *Killer Instinct* coin-op and use our pull-out guide to learn all the tricks.

STEP 4 – Now hide our guide and say to your friends 'Wowzer, that *Killer Instinct* coin-op sounds fab. Let's go and have a game and see if we're any good.'

STEP 5 – Laugh heartily at your friends after you have achieved 300 consecutive wins while annoyingly repeating the phrase 'Er, sorry, I guess it's just beginner's luck.'

Here we see the famous Riptor Brothers getting themselves into a right old two and eight about nothing. I wish these guys would just calm down a bit. It's all a bit violent really.



Oh my, poor old Orchid's felt the sharp end of Hawk's chopper and got all hot under the collar.

GRAPHICS

Amazing. Every one of the rendered characters is perfectly animated. It reeks atmosphere.

9

SOUNDS

Amazing again. The music is well-spooky and the samples are incredibly meaty.

9

GAMEPLAY

Not at all shabby. Arguably every bit as good as *SFII* and done just that little bit differently.

9

LIFESPAN

It's hard, so you won't finish it overnight. And in two-player mode, well, you know the score.

9

TOTAL! JUDGEMENT

'A triumph of game-play, graphics and atmosphere. Not as ground-breaking as we thought but still one of the slickest bits of game design ever seen'

TOTAL!
SCORE

95



It's that Fulgore again. I don't like the way his hands glow like that.



Hang on, we've had this screenshot before. Time to finish this review methinks. See ya!

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Ultimate

Future Games

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posters

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Massive Tekken preview -
We rate it against Virtua
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The TOTAL! review crew

Simmer down, simmer down. Ladies and gentlemen, lads and lasses welcome on stage, in the latest fashions, that too-talented-for-their-own-bloody-good trio, the thoroughly snaggable TOTAL! review crew.

ANDY

'I've been playing *Demon's Crest* all month and have been shovelling Twiglets down my neck like there's no tomorrow. One got lodged in my throat making my Adam's apple resemble a flag pole. Girls love it.



ATKO

'Playing *The Firemen* gave me a craving for red-hot curry this month whilst *Wild Guns* left me gagging for beans, beans and more beans. Strangely I've had the office to myself for most of the month.



JOSSE

'I've been glugging Diet Lilt in a manly fashion all month largely due to the tropical influence that *Jungle Strike* has had on my life. I wore a bandanna one morning and got beaten up by the others. It was a case of mistaken identity.'



Super NES

DEMON'S CREST 32

It's gruesome, gory and more frightening than Atko's hair. Don't get scared now!



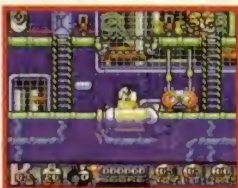
TRUE LIES 36



Could the film that saved Arnie's acting career salvage the cack film license genre?

SINK OR SWIM 38

Can this puzzler really compete with the mighty Lemmings?



THE FIREMEN 40



A firemen game? Whatever next, Superdrug part-time sales assistant?

WILD GUNS 52

Howdy pardners, saddle up, you're a stranger in these here parts etc, etc.



NOSFERATU 56

Do we really need another *Prince Of Persia* clone? Find out on page 56.



STARGATE 59



Sci-fi shenanigans featuring Kurt Russell having a bad hair day.

POCKY AND ROCKY 2 60

A top cuddly adventure or just another average platformer?



Game Boy

JUNGLE STRIKE 64



Jungle workers unite in their struggle for better pay and mosquito repellent.

THE FLINTSTONES 62

Better than the film or as much fun as playing with a wobbly tooth?



32

DEMONIC



Ooh, blimey! He's a bit scary. Actually most of the beasties in this game are a bit vile. Don't play it alone.



PLAYERS:
1
FROM:
CAPCOM
PRICE:
£50
RELEASE:
OUT NOW

'A new, thought-provoking game that not only provides a mostly action-based challenge, but also requires some cerebral skills'

One thing I would ever encounter was an old pair of Atko's cacks which he rather curiously keeps in his desk drawer. But no, here we have something far more rank, sulphurous and just plain evil (though admittedly, in the case of this game, the sinister theme is a positive bonus).

Demon's Crest is a sequel... well no, not a sequel. Or even a follow-up in the strictest sense. In fact, it's a game that features a character who appeared in *Super Ghouls And Ghosts* and the gameplay is very reminiscent of that in *Gargoyle's Quest* on the Game Boy. The point is, it's by Capcom and as a result draws upon various other titles for its inspiration.

The scenario is fairly simple. There are two worlds, one inhabited by humans, the other by demons. Six elemental

▲ DEMONICS
Lots of challenge
Good balance of
action and adventure



Yes, this is me getting totalled by a bloke with a very big sword. Back to square one.



TOTAL! TACTIX

Right, well the first tip for the game is expect to be up all night for several nights in a row because some of those bosses are really tough. At the start of the game, though, you need to go to the small red hut and play the headbutting game. If you're good at it, the bloke in the hut gives you a cash reward. Keep doing it until you have a decent amount of money (about 300 gold pieces should do). Then you need to find a flask and a vellum so that you can buy some potions and spells. Now you're ready to take on some of those dastardly bosses (and fail, probably. I did).

stones fall from the sky into the demon's world and get snapped up by this huge evil geezer whose name escapes me for the moment. Anyway, everything is doom and, yes, gloom, so it becomes your responsibility as top fighting demonic bloke to take on these forces of evil and recover the stones before your world and that of the humans becomes slightly less pleasant than an eternity of watching *GamesMaster* re-runs when Dexter Fletcher was on it.

Despite there being a few elements of role-playing (which I'll come to in a moment) the game is largely of the

platform variety. There's a small area of Mode 7 islands which you fly around and explore and which effectively acts as a level select. When you see an area you fancy, you fly down and a proper level is entered. At the start of the game it's not entirely clear what your aim is, but for the most part it doesn't matter because you'll be more than fully occupied in the business of getting to

Well looky here. Some luvverly intro screens. Incidentally, the top one is very much like one of our monthly meetings with our publishers. That's us lying down.

JOSSE SAYS...

Not bloody bad. I've been playing *Demon's Crest* for ages and I'm still no further into the game than when I started. Mind you, I'm a bit of a games moron, so if you're anything like me this'll provide you with hours of fun and excitement.

This section is essentially a level select. You fly around and then land at huts, villages and so on. It looks very pretty, but it's not a vital part of the game.

What's this all about? Well, the Japanese version of the game was called *Demon's Blazon*, so don't go buying it twice.

When I took this shot I knew exactly what was going on, but now I've forgotten. God knows where that platform came from, and what's that arrow?



Demon's

It's just as well our demonic hero can fly, because otherwise, sections like this would be impossible.



CHRONICS
You have been a bit bigger. The graphics are a little dated.

grips with controlling your character and, more importantly, generating some cash. While doing this you'll begin to learn from the various other characters in the game what needs to be done. For a start you'll need to find a vellum to keep spells in, you'll need a flask or two to store potions and you'll also need to locate some talisman which, you are informed, will grant you all sorts of magical powers but which are, for the moment at least, hidden away in the levels somewhere.

This learning process is quite well handled and the map area isn't that huge so it seems that given a little perseverance, the game shouldn't pose too much of a problem. However, you soon

realise that each of the levels contains a Boss of excruciatingly tough proportions and that progress isn't going to be so easy after all. And that's when all that spell-casting, potion-drinking role-playing type stuff comes in. For example, one of the Bosses is a fire-demon. Your standard demon can't inflict any damage on him at all so you first need to be able to turn into a stone gargoyle whose flame attack can inflict hits. He's still a real problem though, so you'll also need a spell that gives you an extra life and probably a potion would come in handy also. Not enough cash? That's a problem too. And so on it goes.

What all this adds up to is a neat, thought-provoking game that not only provides a mostly action-based challenge, but also requires some cerebral skills while not getting bogged down in RPG-style challenges. The only fly in the ointment is that, just as you think you're facing a truly awesome quest, you realise that you don't actually have to complete many of the areas to complete the game, so you may just finish it off long before you'd hoped. Regardless, what we have is a relatively challenging adventure with enough surprises, neat touches and rock-hard bosses to keep most people enthralled through to the end. **ANDY**

T!

ATKO SAYS...

Initially I thought this was going to be massive and thought provoking adventure, but it's more action-based. It's very good, but I'm sure a few people (especially RPG fans) will be a little miffed by the lack of any real mental challenge on offer.



This geezer will teach you a spell or two, but they don't come cheap. But where can you get some cash? Hmm...



It's The Spice Of Life...



You shouldn't try this in your street, but in his world, our demon buddy can often find bonuses and power-ups by headbutting people's windows in.

... Variety that is. And this game's got plenty of it. Each of the levels is very different and features many varying challenges and characters. Take a look at the areas shown here and marvel at their beauty why don't you? We did.

These floating knights are a real menace since they seem to track your every move.

There's nothing to beat the feeling of wind in your wings. But perhaps we should land at this village.



Another of the main characters useful abilities is that of hanging from walls. This makes avoiding enemies a lot easier.



Quick Change

Hit **START** and you go to this inventory screen. From here you can turn into your various other forms (such as the rock gargoyle for one). Not bad!



GRAPHICS

A bit old-fashioned but it's not crude. Looks like it should be an old classic but, of course, it's new.

7

SOUNDS

The music's suitably spooky, and the sound effects are fine, but again the envelope remains unpushed.

8

GAMEPLAY

A good mix of action and adventure with plenty of challenge, though ultimately, it's a bit short.

8

LIFESPAN

There's plenty in there, but the route to the end could have been made longer.

9

TOTAL! JUDGEMENT

'Strange game that seems a little dated but provides entertainment in abundance. Good players will finish it with ease, but it's a still a slick adventure.'

TOTAL!
SCORE

82



Here's our hero in his former days as a bad guy. He was more orange then too. Don't ask me why, it's one of those demon things.



A Feeling of Déjà Vu?

Your demon is familiar isn't he. That's because he was the bad guy in *Ghosts And Goblins* and then made an appearance as the good guy in the superb Game Boy title, *Gargoyle's Quest*.



TRUE LIES

You can't claim that Arnie lacks flexibility. Here he climbs from the pool, menacingly.



PLAYERS: ONE
FROM: ACCLAIM
PRICE: £59.99
RELEASE: NOW

'Okay, so a game licensed from an Arnie blockbuster is about as surprising as a match in a matchbox, but who cares? What we want is what we get from the film.'

Okay, so a game licensed from an Arnie blockbuster is about as surprising as a match in a matchbox, but who cares? What we want is what we get from the film. Good action and lots of it. No clever plots or characterisation, thanks very much, just high octane, adrenalinised, completely mindless fun. *True Lies* has its heart in the right place. It's a simple, if pretty, top-down shooter with a very minimal puzzle element. Puzzle might be stretching it a bit, in fact. Searching buildings while killing is probably closer to the mark.

You are Harry, muscle-bound super secret agent and, since it's a Monday,

PRESIDENT ARNIE?

Mr Schwarzenegger, as you'd be advised to call him, is one of the most influential people in America. He's married to into the legendary Kennedy clan, has close links with the Republican Party in the US and he's got bags of cash like you've got embarrassing relatives.



JOSSE SAYS...

If it's a top down shooter you're after, you could do a lot better than *True Lies*.

Chaos Engine makes the whole thing look inept, for instance, and you can play with a friend. For more pure slapabout fun you could try one of the *Gauntlets*. It's all been done before, better.



LIES



you're saving the world, or America anyway, from nuclear destruction at the hands some of the mad people who do this sort of thing. Obviously, the best way to stop people innocent getting hurt is to hurt the baddies and Arnie's got a range of weapons to do it including, naturally, an Ooooozie. You've also got a fat mate who appears in a box at the bottom of the screen to help you with your thinking. He says helpful things like 'the doors locked, Harry,' and gets upset if you kill a civilian.

That's about as complex as it gets and for the most part you just waddle around, slowly, exchanging fire with passing baddies. It can be a bit tricky to fire in the right direction but thoughtfully, the programmers have included a button to lock your direction of fire. It makes all the difference, really.

Sadly, that's the best thing about the game. You do follow the plot of the film but this is no roller-coaster ride. In fact, the only variation is in the graphics between levels and, solid looking as they are, it's just not enough. With a bit more blatant fire-power this could have been an excellent blaster but as things stand there's just not enough action to carry the game.

ANDY

T!

TRACTION
One-dimensional and slow, with a limited puzzle element



Uncle Furry's? Sounds a bit dodgy to me. Still, nice floor. Apart from the bleeding corpses.



Arnie, troubled by the gloomy weather, blows someone away. Which is pretty frightening.

TOTAL! TACTIX

Once things get heated you'll have to be very careful. One of the best ways of taking out guards is to lurk round a corner, turn, lock your gun and waddle out sideways letting rip. And don't forget your roll button.



GRAPHICS

Fairly basic though suitably blocky. And there's a bit of blood in it, which is good.

7

SOUNDS

Plenty of guns and that, as you'd expect, but nothing to take your breath away.

7

GAMEPLAY

It's a bit one-dimensional and slow but what there is here is quite enjoyable.

7

LIFESPAN

It's not very puzzly so there's not enough variety to keep you going for ever.

6

TOTAL! JUDGEMENT

'True Lies is what you'd expect from an Arnie game. Fairly standard stuff with guns, blood and no real depth.'

TOTAL! SCORE

78

RSVP RIP

It's the Ambassadors reception and Arnie is dishing out the Ferrero Rochér. On a refill visit to the kitchen he politely turns his back as two of the kitchen staff partake in a desperately needed wee in the sink.

SINK OR SWIM



PLAYERS: 1
FROM: TITUS
PRICE: £39.99
RELEASE: APRIL

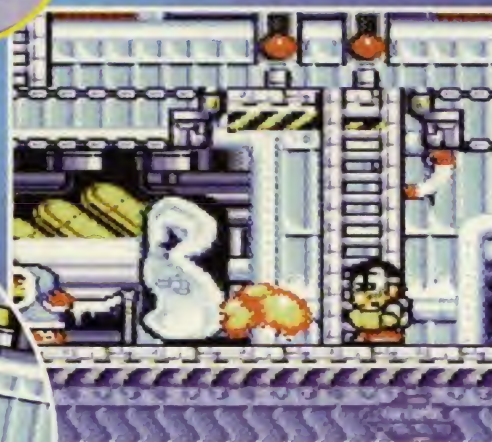
'I tore the cart out of the box, slapped it in the SNES, powered it up, and began to wonder whether *Donkey Kong Country* was just a particularly pleasant dream.'

Oddly, playing *Sink Or Swim* took me through four very separate stages. The first was shock. This arrived when I powered the thing up and began to wonder whether *Donkey Kong Country* was just a particularly pleasant dream. You see, this game whiffs like an old pair of

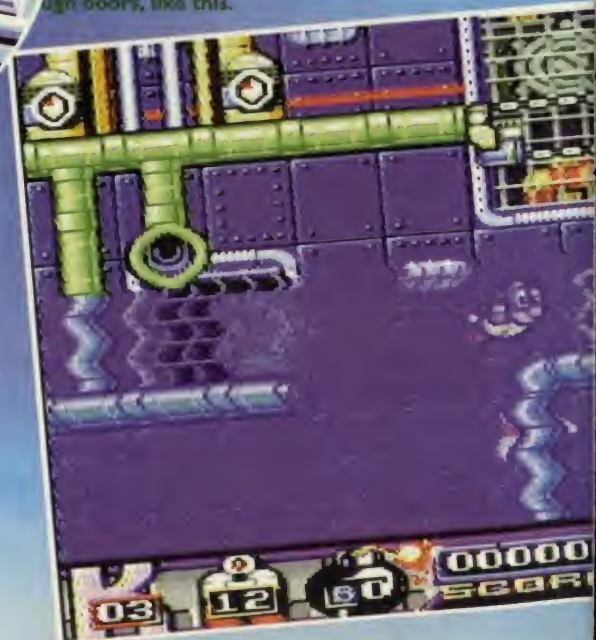
SWIMS
With 100 levels it's huge, challenging and rewarding

From top-left, then: sliding down a greasy pole; swinging on an unconvincing rope; wisely staying out of harm's way, snug in your sub; using a crane system to cover over a section of water; and finally, a close-up of the cheeky little chubster himself. Phew. I thank you.

discarded trainers in the looks department. I gather that it's a conversion of a Mega Drive title from a while back, but that's no excuse for the SNES to have to suffer a garish colour scheme, chunky sprites and backdrops that feature little variety between levels. The next stage was frustration, where-upon I attempted to play the game. It's a cross between *Krusty's Super Fun*



have an infinite supply of bombs, so don't worry about using lots of them. They blow through doors, like this.



TOTAL TACTIX



When your troop sets out, it's best to run off in front of them to look for a way to delay them until you've figured out how to negotiate the screen. Using conveyor belts is a good a bet: here we've switched each conveyor to revolve towards the platform, thus holding up our troupe.

Presses are often placed on conveyor belts making passing them difficult. When your chaps reach the start of the conveyor belt, keep throwing the switch quickly to change its direction thereby holding up their progress until it's safe to pass the press. Not so easy, this.

WIM

TOTAL!
SNES REVIEW



House and King Arthur's World, ie a Lemmings-derived puzzle game, the aim being to guide people with little minds of their own to safety. And of course this meant grinding my teeth down to stubs as I learned to get to grips with how things work – usually by coming a cropper time after time until I got it right. Not the most friendly learning curve, I think you'll agree, but par for the course.

But it wasn't long before pleasure came my way: the best methods of negotiating certain obstacles started to become second nature; I began developing clever little overall strategies; and I was eagerly biting into the game's 100 levels. The controls are responsive and



In between levels you get the chance to check your progress on the ship map. What vomit-inducing colours.

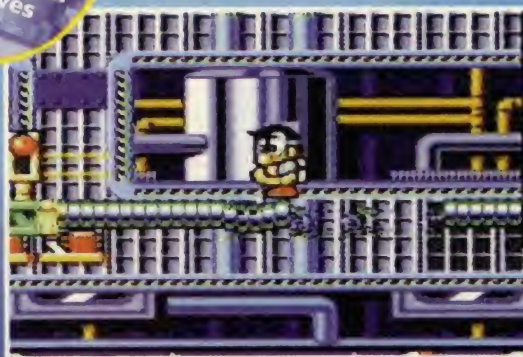
there's obviously been bags of effort lavished upon the puzzle layouts themselves – indeed, some of them are among the most fiendish I've seen in this type of game.

However, indifference set in. After about 15 levels of the same backdrop, with the same features and the same tedious tunes plinky-plonking away in the background I started not really caring whether I saved the little chaps or not. The scenery and features change every 20 levels, but I'd like to have seen it change every five or so; there wasn't enough variety to simply hold my interest.

So I'm afraid it's one of those fine-if-you-like-this-kind-of-thing conclusions. Sorry about that. **Andy**

T!

SINKS
It's ugly and repetitive and the sound is gets on your nerves



As you can quite patently see, you even get the chance to save chefs and builders.



You can cling to the ceilings and plug holes with your bottom if you so desire. I can't say that it'll do your piles any good.

Some of the levels slowly fill with water, forcing you to locate oxygen tanks with which to save the drowning blokes. Use them carefully, that's what I suggest. Yep.

GRAPHICS

Yuk! It's all so horribly reminiscent of a C64. We want to go forwards, not backwards.

5

SOUNDS

Ouch! An unbelievably abrasive accompaniment makes you want to disconnect your ears.

2

GAMEPLAY

It plays similarly to other puzzle games of its ilk, so it's frustrating and rewarding in turn.

7

LIFESPAN

At 100 levels, there's tons of challenge in here. But will you last the distance? I'm not so sure.

8

TOTAL! JUDGEMENT

'A thoroughly ugly game, with all the aesthetic appeal of a cowpat. But look beneath the surface and you'll find some entertaining gameplay'

TOTAL! SCORE

72



Left: The second stage of the game features a cuddle-against-the-clock section. Below: They're in the toilet with hoses. Why can't I find an appropriate gag, then?



Above: You're task is to cover Daniel with your hose as he leads the way armed with an asbestos blanket.

THE FIREMEN

FIRE DRILL!

The first two screens of Level 1 aren't too much of a challenge and act more as an introduction to the control system than anything else. Still, nothing's as easy as it seems. Always remember that to get that all important 100% every single flame, glow and ember must be extinguished.



PLAYERS:
1-4
FROM:
MARUBENI
PRICE:
£50
RELEASE:
JUNE

'The Firemen is Zombies with hoses, better gameplay and more thought provoking levels.'

FLAMES
Genuinely atmospheric, tough and pot squirty fun

When reviewing games we are told not to constantly harp on about our childhood. Hardly a day goes by when one of the suits upstairs doesn't yell, 'stop referring to '70s films, sweets and TV shows, the readers don't understand and they certainly don't care'. The big wigs may have a point but in my defence, the '70s film I'm about to gratuitously refer to is not only brill, but a classic which you all must have seen because it's on telly every flaming Christmas, pardon the poor pun (and the needless alliteration – Andy). So onward with the review.

Yes that 1974 disaster flick *Towering Inferno* is the film in question and *The Firemen* bears more than a passing resemblance. You

The icon just ahead is a jolly useful water bomb. Only use these sparingly, they don't grow on trees you know.

This evil fella is the dreaded control robot. Concentrate your hose on him for at least ten seconds and never stop moving.



TIME
05:51



SHAMES
Why only six levels? We want more, we want more

TOTAL! SNES REVIEW

ANDY SAYS...

This is a brilliant top-down blaster. If I had to choose an alternative it would have to be either *Zombies* or *Ghoul Patrol*. If it's another game based on a '70s disaster flick you're after, why not try *S.O.S* which is a dead ringer for *The Poseidon Adventure*.



Left: Creep up on the flames. The element of surprise will give you the advantage.



take on the role of Pete (played in the film by Paul Newman) who along with his computer-controlled buddy, Daniel, must put out the raging fires tearing through the high-rise Metrotech building.

This top-down perspective squirt-'em-up is set out over six massive levels. Each takes the form of a mission transmitted to you by the command centre (again echoing the film). These missions range from rescuing trapped civilians to blowing up the water tank on the top floor. Oh I can't hold back any longer, it's great.

The graphics are outstanding, the tension relentless, there are plenty of hidden power-ups, it's challenging, addictive and utterly, utterly playable. Once you get squirting you can wave goodbye to your social life for a week or so. What more could you possibly wish for?

The Firemen is *Zombies* with hoses, better gameplay and more thought provoking levels. The whole explosive concoction is only dampened by a measly six levels. Could do better, room for improvement and other such school report clichés.

ATKO



By holding the collar button the spray continues in one direction. This allows you to extinguish on the run. Not bad.

TOTAL! TACTIX

This is not so much a tip as a hidden control that took me about two hours to discover. Hold down either of the collar buttons to keep Pete facing left or right while moving him in any direction. This allows you to focus your spray on one point even if you're running for your life.

GRAPHICS

Clear sprites, frightening fire and some innovative touches including an underground spotlight effect.

9

SOUNDS

No sirens but some pretty groovy music that made our Debs wiggle about a bit.

8

GAMEPLAY

Beginners to have a good lash and experienced players to adopt their own strategy.

9

LIFESPAN

This is too easy but try completing 100% on each level. You've got no chance.

7

TOTAL! JUDGEMENT

"This innovative top-down squirt-'em-up is tough and great fun to play but not nearly big enough. Well worth considering though."

TOTAL! SCORE

87



The icon bar at the top of the screen contains a very handy floor map. Don't leave your fire-engine without it.



To defeat the first end-of-level boss keep the squirt button down and keep moving.



COME AND HAVE A GO IF YOU THINK YOU'RE SOFT ENOUGH.



SUPER NINTENDO
ENTERTAINMENT SYSTEM



Visual Concepts

Interplay

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**8 PULL-OUT PAGES
OF ESSENTIAL
FIGHTING TIPS**

KILLER INSTINCT

ULTIMATE PLAYER'S GUIDE

NATURAL BORN KILLERS!

There's no doubt about it. *Killer Instinct* is the most incredible beat-'em-up on any system, ever! It has the biggest range in each of the combatant creatures' fighting characteristics than any other game - none of that poncey Ken and Ryu having the same moves and being the same character dressed in slightly different graphics for *Killer Instinct*. And there are more moves per character than ever before.

Plus there are more settings and fighting arenas than any other game - some in 3D and some in good ol' 2D.

We'll show you the most useful moves and the most interesting settings, but be warned, there is even more to discover in this monster powerhouse of a beat-'em-up.

Good luck!

ARENAS

Finish him? That's humiliation!

No, it's not *Mortal Kombat*, but *Killer Instinct* that boasts a range of finishing moves to dwarf the erstwhile beat-'em-up king. There are a range of Fatalities which we've shown you for each character, plus the fantastic idea of Humiliation Moves.

If you can defeat your opponent while you're still on your first energy bar you'll be able to perform your humiliation move. Brilliant!



Infinite Caves

This 2D stage is almost like a platform game – it's one of those that never ends, but just continues to scroll horizontally. Because there's no quick way to get your opponent off the platform, *Virtua Fighter*-style, it's best to employ a cagey, strategic style, as you may well be in for a war of attrition.

Chicago Roof

This is just about the most visually impressive 3D scene in *Killer Instinct*. Any characters with kicking moves or great bulk can win by knocking their opponent off the edge – this may be the ideal time to use a teleport move and catch your opponent unawares. Either way, try to sort your opponent out with a Fatality or Humiliation move, because you can watch it displayed on the advertising hoardings, too.

Wooden Bridge

This is on big Chief Thunder's home turf, but there's no great advantage for him here. Notice the wooden bridge and the way that this 2D stage curves in the middle. If you stay in the low part, it's very easy to avoid flying projectiles, so if your opponent is good at them, stick to the middle.

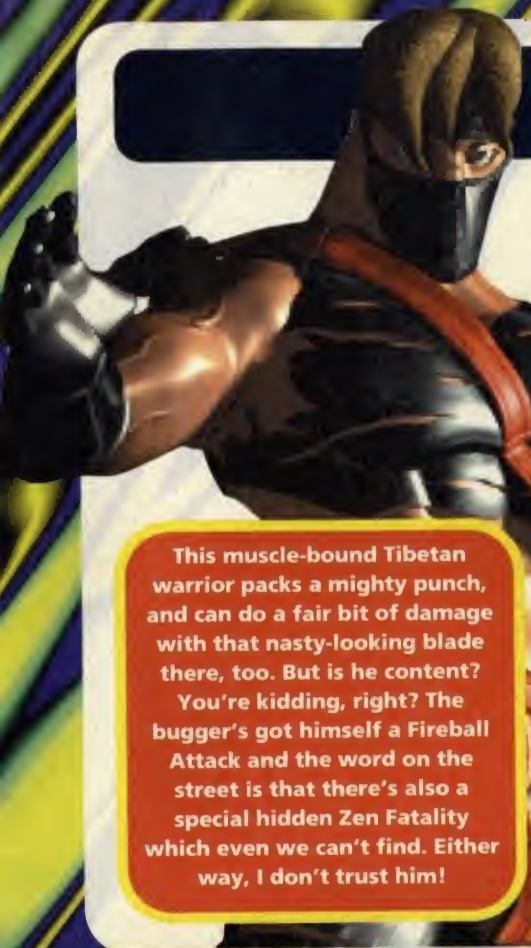
Factory Rooftop

This is another of the spectacular 3D scenes, driven by a graphics engine similar to the Chicago Roof stage. It's best to play Cinder here, and you'll find yourself with an advantage. Concentrate on the kicking moves and you'll be able to knock your opponent off the rooftop and into the flaming lava below.

Air Box Stage

This is a small, but again, very well done 3D stage. As with the other 3D stages, high kicks are effective here, and the small stage means that any high-impact combo can set your opponent over the edge.





JAGO

MOVES, ATTACKS & COMBOS

Uppercut Dragon Punch Attack

TOWARDS, DOWN, TOWARDS+DOWN, PUNCH

Flying Heel Attack

CHARGE, DOWN, AWAY+DOWN, AWAY, KICK

Blade Whip Attack

(Surely this is cheating?!)

TOWARDS, DOWN, DOWN+AWAY + FIERCE PUNCH

Fireball Attack

DOWN, DOWN+TOWARDS, TOWARDS + PUNCH

This muscle-bound Tibetan warrior packs a mighty punch, and can do a fair bit of damage with that nasty-looking blade there, too. But is he content? You're kidding, right? The bugger's got himself a Fireball Attack and the word on the street is that there's also a special hidden Zen Fatality which even we can't find. Either way, I don't trust him!

13 Hit Combo!

TOWARDS, DOWN, DOWN+AWAY, ROUNDHOUSE, AWAY, KICK, TOWARDS, DOWN, DOWN+AWAY, HARD PUNCH, AWAY, KICK, TOWARDS, DOWN, TOWARDS, FIERCE PUNCH

FATALITIES

Neuter Fatality

AWAY, TOWARDS, TOWARDS + QUICK PUNCH

Ultimate Fatality

AWAY, AWAY, TOWARDS, TOWARDS + MEDIUM PUNCH

Special Combo Fatality

(Can only be accessed as part of a combo)

DOWN, DOWN+TOWARDS, TOWARDS + FIERCE PUNCH

CHIEF THUNDER

MOVES, ATTACKS & COMBOS

Spinning Tomahawk Attack

CHARGE, AWAY, TOWARDS, PUNCH

Flying Mohawk Attack

CHARGE, TOWARDS, TOWARDS+DOWN, DOWN, AWAY+DOWN, AWAY, PUNCH

Flying Tomahawk Dive Attack

(Do this one while you're in the air if you miss with the Flying Mohawk)

CHARGE, TOWARDS, TOWARDS+DOWN, DOWN, AWAY+DOWN, AWAY, FIERCE PUNCH

Flaming Phoenix Attack

CHARGE, AWAY, AWAY+DOWN, DOWN,

DOWN+TOWARDS, TOWARDS, KICK

13 Hit Combo!

CHARGE+FIERCE PUNCH, AWAY, ROUNDHOUSE, TOWARDS, ROUNDHOUSE, DOWN, AWAY, MEDIUM PUNCH, PAUSE, CIRCLE TOWARDS, QUICK KICK

FATALITIES

Mohawk Fatality

CHARGE, DOWN, DOWN+TOWARDS, TOWARDS, FIERCE PUNCH

7 Hit Fatality Combo!

CHARGE+HARD PUNCH, BACK, ROUNDHOUSE, TOWARDS, ROUNDHOUSE, TOWARDS, DOWN, DOWN+AWAY + PUNCH



Chief Thunder is a huge, great hulking powerhouse of a man. Not only does he stand over eight feet tall in his stockinged feet, he arms himself with a pair of mighty fighting tomahawks and glares menacingly at you, safe in the knowledge that he possesses more special moves than a truck-load of puny *Street Fighter II* characters, including the incredible 13 Hit Combo and the almighty seven Hit Fatality Combo.



FULGORE

MOVES, ATTACKS & COMBOS

Claw Upper Cut Attack
DRAGON PUNCH + PUNCH

Electricity Attack
DOWN, TOWARDS+DOWN, TOWARDS
+ PUNCH

Double Electricity Attack
AWAY, AWAY+DOWN, DOWN,
DOWN+TOWARDS, TOWARDS + PUNCH

Triple Electricity Attack
TOWARDS, AWAY, AWAY+DOWN, DOWN,
DOWN+TOWARDS, TOWARDS + PUNCH

Short Teleport Move
AWAY, DOWN, AWAY, PUNCH

Long Teleport Move
TOWARDS, DOWN, TOWARDS, KICK

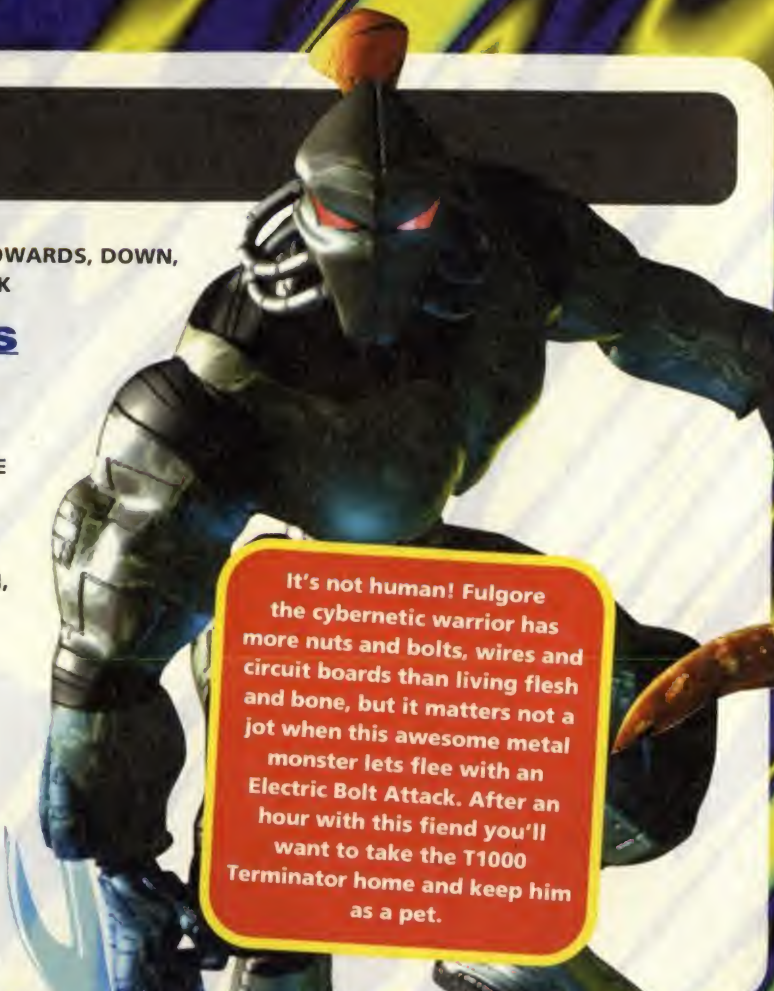
Eye Bolt Attack
TOWARDS, DOWN+TOWARDS, DOWN,
FIERCE PUNCH or KICK

FATALITIES

Eye Bolt Fatality
TOWARDS, DOWN,
AWAY+DOWN, FIERCE
PUNCH

Gun Fatality
AWAY, AWAY+DOWN,
DOWN,
TOWARDS+DOWN,
TOWARDS, FIERCE
PUNCH

Humiliation Fatality
AWAY,
AWAY+DOWN,
DOWN,
TOWARDS+DOWN,
TOWARDS,
MEDIUM KICK



It's not human! Fulgore the cybernetic warrior has more nuts and bolts, wires and circuit boards than living flesh and bone, but it matters not a jot when this awesome metal monster lets flee with an Electric Bolt Attack. After an hour with this fiend you'll want to take the T1000 Terminator home and keep him as a pet.

RIPTOR

MOVES, ATTACKS & COMBOS

Simple Fireball Attack
DOWN, DOWN+AWAY, AWAY, PUNCH

Air Fireball Attack
JUMP, DOWN, DOWN+AWAY, AWAY,
PUNCH

Claws-Out Attack
CHARGE, AWAY, KICK


Fire-Spitting Attack
TOWARDS, DOWN, DOWN+BACK + HARD
PUNCH

Face-Slasher Attack
TOWARDS, DOWN, DOWN+BACK + QUICK
PUNCH

FATALITIES

Eat Fatality
AWAY, AWAY+DOWN, DOWN,
TOWARDS+DOWN, TOWARDS,
MEDIUM PUNCH

Spit Fatality
AWAY, AWAY,
AWAY+DOWN,
DOWN,
TOWARDS+DOWN,
TOWARDS,
MEDIUM KICK



Huge claws and sharp, scary teeth aren't enough for this fearsome prehistoric wretch - oh, no! He breathes fire as well - cheers then! Actually, Riptor's moves are relatively simple to master, and while they aren't quite as flashy as some, they're effective; so if you're a novice, one of the most vile and frightening creatures ever to hit a video screen is a good thing to have on your side.

CINDER

MOVES, ATTACKS & COMBOS

Flip Kick Attack

DRAGON PUNCH+KICK

Flaming Palm Attack

AWAY, AWAY, QUICK PUNCH

Flaming Comet Attack

CHARGE, AWAY, TOWARDS, PUNCH

Fire Dive Attack

TOWARDS, TOWARDS, PUNCH or KICK

Invisibility

TOWARDS, TOWARDS+DOWN, DOWN, AWAY+DOWN, AWAY, FIERCE PUNCH

With a name like that you won't be surprised to learn that we've found you lot some special moves involving fire. But Cinder's eggs aren't all in one basket – no, you should also try out the benefits of Invisibility and the subtle defence of his Anti-Projectile Defence.

FATALITIES

Melting Fatality

AWAY, AWAY, AWAY, MEDIUM KICK

Combo Fatality

AWAY, AWAY+DOWN, DOWN, TOWARDS+DOWN, TOWARDS + QUICK KICK

Humiliation Fatality

AWAY, AWAY, AWAY, ROUNDHOUSE

or

TOWARDS, TOWARDS+DOWN, DOWN, AWAY+DOWN, AWAY, MEDIUM KICK



SABREWULF

MOVES, ATTACKS & COMBOS

Spinning Claw Attack
CHARGE, AWAY, TOWARDS, PUNCH

Rolling Claw Attack
CHARGE, AWAY, TOWARDS, QUICK KICK

Upper Cut Attack
CHARGE, AWAY, TOWARDS, MEDIUM KICK

Lunging Slash Attack
CHARGE, AWAY, TOWARDS, FIERCE KICK

Lunar Boost
TOWARDS, TOWARDS+DOWN, DOWN,

DOWN+AWAY, AWAY + ROUNDHOUSE or
TOWARDS, TOWARDS+DOWN, DOWN,
DOWN+AWAY, AWAY + FIERCE PUNCH

FATALITIES

Claw Fatality
AWAY, AWAY, AWAY, MEDIUM KICK

Slash Fatality
AWAY, AWAY, TOWARDS, MEDIUM
PUNCH

Combo Fatality
AWAY, AWAY+DOWN,
DOWN,
TOWARDS+DOWN,
TOWARDS, FIERCE
PUNCH

**Humiliation
Fatality**
TOWARDS, TOWARDS, TOWARDS,
QUICK PUNCH



SabreWulf is not someone you'd like to meet in a dark alley on the way home late at night. In fact, SabreWulf is not someone you'd like to meet at all. Come to think of it, SabreWulf is not a person at all. It's a blinkin' werewolf! Watch out, then, for the Lunging Slash Attack, the Lunar Boost (beware the moooooon!) and the Claw Fatality.



SPINAL

MOVES, ATTACKS & COMBOS

Absorption Shield Defence
HOLD AWAY + HOLD QUICK PUNCH

FATALITIES

Simple Fatality
AWAY, AWAY, AWAY, MEDIUM KICK

Gore Fatality
AWAY, TOWARDS, AWAY, TOWARDS,
QUICK KICK

Humiliation Fatality
AWAY, AWAY+DOWN, DOWN,
DOWN+TOWARDS, TOWARDS, FIERCE KICK
or
AWAY, AWAY+DOWN, DOWN,
DOWN+TOWARDS, TOWARDS, FIERCE
PUNCH

Slide Attack
DOWN + FIERCE
KICK

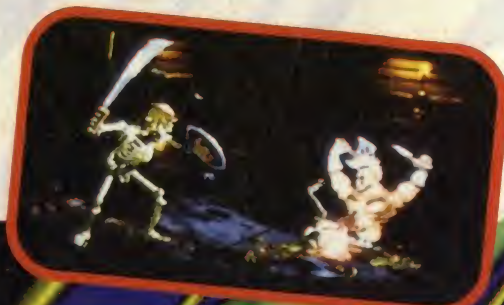
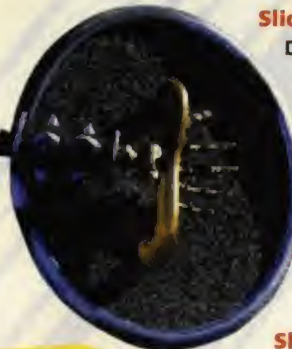
**Shield
Charge
Attack**
TOWARDS,
TOWARDS +
PUNCH

Slash Attack
CHARGE + PUNCH

Glowing Slash Attack
CHARGE, AWAY,
TOWARDS, MEDIUM
PUNCH

Teleport Move
DOWN, DOWN, TOWARDS,
FIERCE PUNCH

Spinal is a 1,000-year-old skeletal warrior, and he's not happy. The best way for beginners to take advantage of Spinal's abilities is plenty of use of the teleport move and sneak in surprise attacks on your opponent; and while you're winning it's a good time to put some of those Super Slash and Flaming Skull Attacks into practise.



GLACIUS

MOVES, ATTACKS & COMBOS

Shoulder Slam Attack

CHARGE, AWAY, TOWARDS, PUNCH

Puddle Punch Attack

AWAY, AWAY+DOWN, DOWN, TOWARDS+DOWN, TOWARDS,
FIERCE KICK

or

AWAY, AWAY+DOWN, DOWN, TOWARDS+DOWN,
TOWARDS, FIERCE PUNCH

Puddle Port Attack

AWAY, AWAY+DOWN, DOWN, TOWARDS+DOWN,
TOWARDS, QUICK KICK

Ice Pick Attack

TOWARDS, TOWARDS+DOWN, DOWN, QUICK PUNCH



FATALITIES

Freeze Fatality

AWAY, AWAY+DOWN, DOWN, TOWARDS+DOWN, TOWARDS +
MEDIUM PUNCH

Engulf Fatality

TOWARDS, TOWARDS+DOWN, DOWN, DOWN+AWAY,
AWAY + KICK

Melt Fatality

AWAY, AWAY, AWAY, FIERCE KICK



Remember going out for snowball fights? Wasn't it a laugh? Remember bleeding to death, impaled on an Ice Stab Attack? No? Well it's not something you'd want to remember. Glacius might not look as menacing as some of the other fighters, but the effects of his moves are spine-chilling! Beware, the ice man cometh...



TJ COMBO

MOVES, ATTACKS & COMBOS

Backhand Punch Attack

CHARGE, AWAY, TOWARDS, QUICK PUNCH

Lunging Punch Attack

CHARGE, AWAY, TOWARDS, FIERCE PUNCH

Belly Punch Attack

CHARGE, AWAY, TOWARDS, MEDIUM PUNCH

Short Flying Knee Smash

CHARGE, AWAY, TOWARDS, QUICK KICK

Vertical Flying Knee Smash

CHARGE, AWAY, TOWARDS, MEDIUM KICK

Long Flying Knee Smash

CHARGE, AWAY, TOWARDS, FIERCE KICK

FATALITIES

Twister Fatality

AWAY, AWAY, AWAY + QUICK PUNCH

Blam! Fatality

AWAY, AWAY+DOWN, DOWN, TOWARDS+DOWN, TOWARDS + FIERCE KICK



It's just not frightening when Wolf pretends to have a pop at Fash on The Gladiators. At 45, George Foreman pulling on some boxing gloves and pronouncing himself World Heavyweight Boxing Champion isn't taken that seriously. But TJ Combo is not just for show, and he certainly doesn't stick to the Marquis of Queensberry Rules. Check out his special!

ORCHID

MOVES, ATTACKS & COMBOS

Glowing Boomerang Attack

TOWARDS, TOWARDS+DOWN, DOWN, AWAY+DOWN + PUNCH

Helicopter Kick Attack

CHARGE + KICK

Backflip Kick Attack

BACK + ROUNDHOUSE

Animal Morph Attack

CHARGE, AWAY, TOWARDS + PUNCH

Spinning Slash Attack

FORWARD, DOWN, BACK+DOWN + FIERCE PUNCH

Helicopter Blade Attack

TOWARDS, DOWN, DOWN+BACK + QUICK PUNCH

or

TOWARDS, DOWN, DOWN+BACK + MEDIUM PUNCH

17 Hit Combo!

TOWARDS, DOWN, DOWN+AWAY, MEDIUM PUNCH, TOWARDS, QUICK KICK, AWAY, QUICK PUNCH, QUICK KICK, TOWARDS, ROUNDHOUSE, AWAY, ROUNDHOUSE, TOWARDS, DOWN, DOWN+BACK, MEDIUM PUNCH, TOWARDS, DOWN, AWAY+DOWN, FIERCE PUNCH, pause, then CIRCLE TOWARDS + QUICK PUNCH

FATALITIES

Frog Fatality

AWAY, DOWN, TOWARDS, DOWN, QUICK KICK

Censored Fatality

AWAY, AWAY, TOWARDS, TOWARD + FIERCE PUNCH

Humiliation Fatality

TOWARDS, AWAY, AWAY+DOWN, FIERCE PUNCH

What's all this about? This is supposed to be a fight! Look at the likes of Fulgore, Thunder and Riptor - what does this girl think she can do about them, eh? Still, Phwoaaaar! Eh? I said 'Phwoooooaaaaar! EHHH?' Thud! Arrrrgh! (It seems that the sexy young fighter, Orchid, is a fiesty lass. She's just knocked our tipster's head clean off with her Helicopter Blade Attack - Andy.)



HIS PREY BETTER START PRAYING.



BLACKHAWK

RELEASE DATE: DECEMBER '94

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Okay. So there's a chap riding a flying Mexican hat. And some big metallic objects in the background. It makes no sense at all.



TOTAL!
SNES REVIEW

WILD GUNS



It's tricky to tell exactly what's going on here with all these flames. But it's probably something good.



If you look really carefully you can just make out the blood flying from that chap's wound. It's true.

TOTAL! TACTIX

Save your smart bombs until the end-of-level bosses. Just about everything up until them can be taken out quite easily with standard weaponry. Facing up to a five-ton tank with a handgun is like peashooting at a rhinoceros – pointless, dangerous and likely to end in tears.



PLAYERS: 1-2
FROM: TITUS
PRICE: £49.99
RELEASE: APRIL

A gleaming six-shooter on your hip; yee hah!-ing through places with names like Bottomnugget Gulch in rickety, horse-drawn wagons; and sassy lively lasses overflowing with sauce and corsetry dancing on the tables every night down at your local – yep, the Wild West must surely have been a top place to hang out.

But all is not as it may first appear in the western world of *Wild Guns*. While the two heroes (a Clint Eastwood-alike with an emery board chin, and an Annie Oakley-type gal who's not afraid to get her

'Hoofing great gun-toting machines of death every corner, all ready to fill you so full of lead you'll be able to get a job as a jumbo-sized HB2.'

hands dirty) fit snugly into the clichéd corral of cowboydom, there also appear... robots. Yes, hoofing great gun-toting machines of death around every corner, all ready to fill you so full of lead you'll be able to get a job as a jumbo-sized HB2. Imagine a cross between *West World* (the film starring top baldy Yul Brinner) and the

retro-futuristic flavoured *The Chaos Engine* and you'll start to get a feel for how things fit together in this game.

Hardened arcade-goers will instantly recognise the game style from such coin-ops as *Cabal* and, more recently, *Blood Brothers*. The player(s)

BULLSEYES
First-class blasting action with a unique flavour

It's best to get out yer detonator to hit the first boss right where it hurts. (Although how the thing works I'll never know – no wires see? Tsk, video games.)



JOSSE SAYS...

Once more, Atko hits the nail on the head – this is indeed a superlative example of a shooter; the styling in particular making it stand out from the crowd. Watch out for Nintendo's upcoming Tinstar, though, it's Super Scope compatible and just may turn out to be topper.



Remember the wise words of Bruce Lee in the practice section: 'Wood – don't hit back'.

face into the screen, using everything from shot-guns to machine guns to sticks of dynamite in fending off the incoming attacks. The environment is reminiscent of a shooting gallery, with baddies popping up in windows and from behind all manner of shelterings to peel off gunfire in your direction.

Because you actually see and control your character on-screen – rather than playing through the character's 'eyes' as in the likes of *Operation Wolf* – the game can only be controlled via a joypad, so put that Super Scope back in the attic. This isn't a bad thing at all, it actually serves to make the game more involving; leaping out of the way of an explosion, landing to come out of a forward roll and then ripping into the enemy with gunfire is immeasurably more fun than simple point-and-shoot exercises.

The simultaneous two-player mode, the competitive bonus rounds, the expansive boss characters, blimey, just the general all-out aggressive gun-slinging, sweat-mopping, chaps-soiling nature of the thing – it all adds up to one cracking shoot-'em-up. The only pear-shaped bit is that it's a bit too easy. But even after finishing it I reckon you'll be coming back for a quick blast now and again – it's that sort of tension-relieving game. And I'll eat my stetson if I'm wrong. Er, if I had one.

ATKO



The locals at the Ruptured Raccoon Saloon regretted spilling Annie's pint.

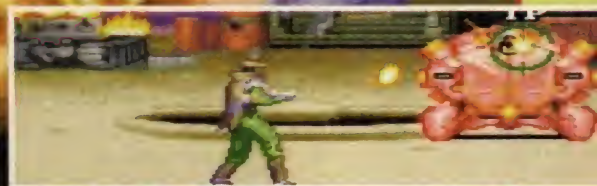


And here are our two heroes: Clint (ignore his pink hat and scarf, he's quite tough, really) and Annie (who's quite obviously standing up for women's lib in the 1800s). There's little to choose between them.

COWPATS
It's not the hardest game ever. Boo



Yep, I'd say that faced with a gun like his and two missiles about to land on my bonce.



GRAPHICS

Huge, colourful and faster on the draw than Wyatt Earp. Er, I mean they move quickly.

8

SOUNDS

The music is perhaps a touch downbeat, but the explosion effects more than compensate.

7

GAMEPLAY

Yes! Top one- or two-player barrel-pumping action all the way from start to finish!

9

LIFESPAN

Ah. Here's where things go slightly awry. This isn't going to last for ever – a real shame.

7

TOTAL! JUDGEMENT

'The kind of game to reaffirm your faith in shoot-'em-ups. It's so packed full of game-play that only the most ardent pacifist could fail to love it.'

TOTAL!
SCORE

86

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NOSFERATU



Push away the crates and drop down into Level 1. Punch a few imaginary ghosts, collect the treasure and battle your way to the boss.

'The rotoscoped sprite combined with real-time scrolling movement should create a convincing atmosphere'

VAMPS
Unusual rotoscoping, scrolling and gothic atmosphere

movements a sprite can do than sexual equality or political correctness. And yes, the sprite gets up to all sorts of tricks – kicking, punching, climbing and jumping don't sound tremendously extravagant, but there are at least four different types of punch, and some of the minute mannerisms like the sprite's stance after headbutting a wall are spot on. My only gripe with the sprite is his size. Too small to see in detail, and if you think that playing it on a huge telly will help, don't bother, it just

Bloody nice try, guys. A vampire-based game imported just in time to catch the 'Interview With Tom Cruise' season. And a good try with the whole game, too. *Nosferatu* is a scrolling platformer where your tasks involve destroying or avoiding unnamed self-regenerating baddies, collecting the odd bit of treasure and eventually rescuing your kidnapped girlfriend from a dastardly vampire. But despite all that it is actually quite refreshingly different to play.

Why? Because of the tremendous rotoscoping job that's been done on the main sprite – your character, the all-American guy who's out to defeat the bloodsucking enemy and get his girl. *Nosferatu* has far more to do with how many individual

Left: Wonder what's through this door? Far left: A ghost guarding yet more treasure.

ATKO SAYS...

This is without doubt a *Prince Of Persia* clone, against the clock, rotoscoping dungeon-esque walls to climb. No, hang on, it's not a *POP* clone, it's a very pale *POP* imitation. The gameplay's along the same lines but too sloppy and as *POP* is cheaper now it's a better deal.

The plot thickens...

I should have known that my recent bragging to Andy that I was learning Japanese would land me in trouble. 'Right then,' he said in his sternest tone, 'You can review all the import games and translate them while you're about it.' This is my version of the plot.

This clearly says 'The moon is full and a mysterious bat homes in on your abode'.



'But this is no ordinary bat. It transforms into a vampire and whisks your girlfriend away. You were going through a rocky patch but perhaps you should go to rescue her all the same.'

A series of enemy ghosts try to hamper your progress, but with your range of punches and kicks they're no problem.

My Name is Prince!

Look, this is *Prince Of Persia*. If you don't believe me, take a look at these moves and judge for yourself.



In POP you can hang on a ledge.



In POP a popular pastime is examining ceilings.

Nosferatu? More ledge-hanging.



Nosferatu? Examining floors.



In POP you valiantly battle evil foes, like a hero.



In POP you fall in a pit and die in a crumpled heap.



Nosferatu? Skip gaily like a mincing jessie!



Nosferatu? Fall through the floor – and live!



You see that? That's you, that is. Pictured in happier times before your bird was bat-nabbed.

And there's the castle where all the action takes place.



pixelates up. Tsk. If you've ever played Sega's *Streets Of Rage* games on the Game Gear you'll know this frustration.

The scrolling's unusual, too; the screen scrolls continuously throughout the level, rather than flicking to catch up with itself, keeping you in the centre of the screen. It's slow-moving but effective, so the rotoscoped sprite combined with real-time scrolling movement *should* create a convincing atmosphere.

But unfortunately it doesn't because the baddies are all, well, bad, the puzzles are distinctly lame by *Prince Of Persia* standards, and the plot? Let's just say that the book's a lot better, eh? **JOSSE**

T!

TRAMPS
Too slow, too predictable, and too much like *Prince Of Persia*



'She's being subjected to a bizarre candle-lit ritual. The tribe's ringleader spends daylight hours in a coffin and is not normal. Oh well, if you get on a horse and go very fast I'm sure everything will be okay.'

辺境の地にそびえ立つ彼の城に
埋め去られたいけにえの運命を
語る者はいない。



GRAPHICS

Very good try. A rotoscoped sprite and some eerie backgrounds, but we've seen it all before.

8

SOUNDS

Rather predictable but clear, and don't worry if you can't understand the intro.

6

GAMEPLAY

It's a bit thin. The enemies aren't exciting and the puzzles aren't that imaginative.

6

LIFESPAN

It's big enough and tough enough and the 'levels' come in handy bite-sized chunks.

7

TOTAL! JUDGEMENT

'A smart looking and fairly testing game that should be enthralling but falls distinctly on the side of disappointment and tedium'

TOTAL! SCORE

70

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playing in
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STARGATE

TOTAL!
SNES REVIEW



Thankfully the hero can fire off his mighty weapon even when he's hanging around like this.



Having dispatched this enemy, our soldier has a quick check to see if the wall is properly grouted.



'I am a mighty Dog-bloke-thing,' cries the Dog-bloke-thing. 'Eat lead,' says our hero, predictably.



PLAYERS:
1
FROM:
ACCLAIM
PRICE:
£50
RELEASE:
APRIL

'It doesn't try to be too clever in its approach. It is, for the most part, just a platform shoot-'em-up.'

As always, though, there's a slight downside. First off the graphics are a bit ropery. The designers have gone for realism, but sadly it's been at the expense of quality.

For some reason most of the game has a dirty, scrappy look to it and while they move well, the characters are poorly defined. Also on the gameplay side there are a few minor quibbles, such as the way that some ground-based enemies are impossible to hit with your gun unless you actually stand on them and fire down, all the while losing energy. And finally, I suppose you could criticise the lack of ambition as far as originality goes.

But when all is said and done, I had a bit of a giggle playing it and I suppose that's what counts. If you're looking for a special effects bonanza look elsewhere, but if you like a good blast (and one that's a lot better than the film at any rate) this may well kill a few hours of boredom for you.

ANDY

T!

Did you know that if you place a blunt thing under a pyramid, it sharpens... Only it doesn't.



GRAPHICS

Considering the big budget effects in the film, the game visuals are a bit grubby.

6

SOUNDS

Moody, atmospheric, very suitable. Not a lot else you can say about sound really.

8

GAMEPLAY

Not the finest of its sort, but it's challenging, and I kept playing for some time.

8

LIFESPAN

It's tough, but not impossibly so. The difficulty curve is good. It'll last several days.

7

TOTAL! JUDGEMENT

'In six month's the film and the game will be forgotten but this SNES offering will give you a few days of good solid blasting'

TOTAL! SCORE

78

ATKO SAYS...

I'm not going to offer any alternatives but I'd like to ask why film licences are always wasted. This game's fine, but it could have worked just as well without the Stargate theme. Surely it would be better to come up with a meatier idea for a film licence.



'So it's all true,' screams our blokey, 'the ancient Egyptians were the first civilised race to perfect the jukebox.' Well I never.

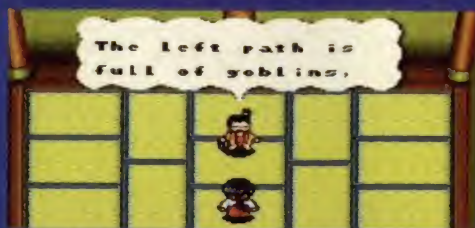


Left: Your allies come in very handy for protecting you. But where's the hero?



There are two scrolling shoot-'em-up sections. This is the second.

TOTAL! TACTIX



'Thank you for your advice kind lady,' exclaims our hero, 'at least there are some nice people left in this awful place.'



Alas, while your friend levels off the enemy, you can only cheer and wait.

POCKY & ROCKY



This is the first level training mode. This is your first task.

Then a froggy appears telling you which buttons do what and then it's time to get on with some training. Useful! Yes.



PLAYERS: 1-2
FROM: OCEAN
PRICE: £49.99
RELEASE: APRIL

'This game was released on import a while back under the title of Kikikaikai and you may be forgiven for thinking that it's one of those Jap RPGs'

This game was released on import a while back under the title of *Kikikaikai* and while you may be forgiven for thinking that it's one of those Jap RPGs it is, in fact, a straightforward shoot-'em-up.

The plot, as always, is both unoriginal (save a princess) and unfathomable (loads of encounters with weirdos who never really explain their existence fully). That aside, it has to be said that this is one of the more enjoyable blasts of late (even if it isn't one of the hardest).

Rather helpfully, the first level of the game is an optional training level in which various characters approach you, tell you how to use your special abilities and then let you fart around with them for a while before telling you if you're any good and letting

ROCKIES
A good shoot-'em-up with a smart training level and plenty of action



ATKO SAYS...

Yes, this is good, but it's all a bit cute for me. I like my shooters a bit more rugged and difficult (*Like your women, ha! - Andy*). My reaction would be to avoid this and go for something with a bit more oomph, like *Super Probotector* or *Super Drop Zone*.



This is the first shoot-'em-up section in which you ride upon the back of a hopping goblin-like creature. Bugger!



This is where you choose your character and your little helper.



'I'll just check out that left path to make sure the goblins are still there,' muses Pocky. 'Yep, that woman was right. I'd better scarper sharpish like'



And so our hero takes the right-hand path, safe in the knowledge that it will hold no dangers for him. 'Hang on,' he screams on seeing a horde of enemies, 'that bitch told me a porky.'



Look, I can explain everything.

Die you cow!

So without further ado, Pocky races back to the hut and screams obscenities at the not-so-lovely lady before killing her in a very unpleasant manner. Justice is done.

Pocky 2



You can throw your helpers at things (like this door) for a more effective attack.



Above: Oh dear. It seems your pal has come to a sticky end in the ice world.
Left: That'll be Pocky then.

there really is only one route to take and the enemies, far from having the randomly wandering characteristics of RPG characters, simply attack in waves of unchanging regularity just like most shoot-'em-ups. The only time the game deviates from the action is to enable you to enter huts and shops to find new friends and buy power-ups respectively.

It's an odd mixture of styles but one which works surprisingly well and would have given rise to a quite splendid experience had the game been a little more challenging. The very final levels are very hard indeed, but it's a bit

disheartening that you can romp through 80% of the game in a couple of sessions only to get horribly stuck at the end. But despite this, by the time you do reach the end you'll doubtless be fired up enough to keep at it until you defeat the last Boss, and you may even find that you'll be entertained enough to have another crack at a higher skill level (of which there are three). So there you go. Not great, not crap, just 'quite good'.

T!
ANDY

CROCKS
Most of the levels are too easy and the final few are too hard

you move onto the next lesson. It's not that the various weapons and stuff are that hard to get to grips with, but it's certainly a nicer way of easing yourself into the game than flipping through the manual.

Once all this preliminary stuff is over with it's basically a case of ploughing through seven or so levels of similar, but quite jolly, wandering around and blasting with any potential monotony being broken up by a couple of different scrolling sections in a more traditional shoot-'em-up style. So the majority of the game is, er, non-traditional then? Well, sort of. The game is played on the ground with you wandering around in pretty much any direction you like, which is why it looks like a role-player. Though in fact, give or take a few off-shoots,



Things get heated in Level 7 as you're attacked by all manner of fiery creatures.

GRAPHICS

Typically Japanese and really quite smart in places, but there's not much of a 'Wow' factor.

7

SOUNDS

Cute tunes, moderately okay sound effects and that's about yer lot. Not exactly Dolby Surround™ is it?

7

GAMEPLAY

Fab in a 'slightly different to usual shooters but not that challenging' kind of way.

8

LIFESPAN

Doh! You'll finish Easy Level in a day, but you'll probably come back for a bit more.

7

TOTAL! JUDGEMENT

'Fiendishly tough at the end, but pitifully easy for the most part. It's a great blast and a little bit different, but the crap difficulty curve spoils it somewhat.'

TOTAL! SCORE

79

JUNGLE



PLAYERS: 1
FROM: OCEAN
PRICE: £24.99
RELEASE: APRIL

'It drove me pottier than a pot on a potter's wheel situated in the potting shed of a garden in Potter's Bar, I can tell you.'



Imagine playing a game where, when you're in the heat of the action, you've no idea how close you are to death. Or how long it will be before you run out of fuel. Or, while we're about it, even how many lives you have left. Sounds a bit crap, that, doesn't it?

And believe me, it is. But that's the way things work in the world of *Jungle Strike* – to get any information like that during the game you have to jump to the map screen (whereupon the game pauses slightly), and then press up on the pad. I understand that it's a limitation of the available space on the Game Boy's small screen, but it still leads to stilted gameplay and It drove me pottier than a



It seems hardly fair that you should be able to shoot down unarmoured men. But it is fun.

pot on a potter's wheel situated in the potting shed of a garden in Potter's Bar, I can tell you.

But that's quite enough bad things about *Jungle Strike* – it is, after all, one of the finest shoot-'em-ups I've seen on the Game Boy.

And the reason for it elevating into recommended status is down to one thing: it's not just all out blast, blast, blast – you have to use your noddle as well, something of a rarity among shooters nowadays.

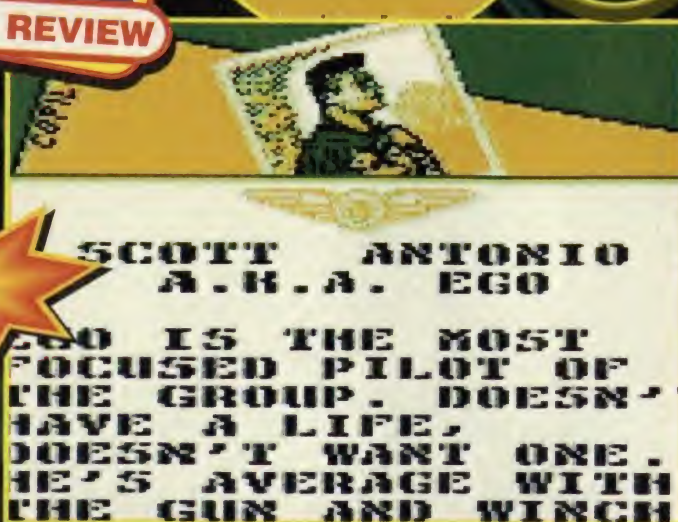
Look out for the 'H' pads (below) where you can stop for a rest and a cuppa.

JOSSE SAYS...

'Hmm, I'm not so sure. Maybe I'm just not as forgiving as Atko but I found *Jungle Strike*, just a bit too fiddly and frustrating for it to hold my interest for long. If it's helicopter games we're talking, give me a blast on *Choplifter* any time.'



TOTAL!
GAME BOY REVIEW



SCOTT ANTONIO
A.R.A. EGO

EGO IS THE MOST FOCUSED PILOT OF THE GROUP. DOESN'T HAVE A LIFE, DOESN'T WANT ONE. HE'S AVERAGE WITH THE GUN AND WINCH

You'll spend a great deal of time locating these items: fuel drums and ammo replenishments.

TOTAL! Tip-In-A-Caption™: Take this guy with you as your co-pilot at the start of the game.

STRIKE

The game sets you as the lone force (all the other planes, tanks and ships have got flat tyres or something) up against the evil foreign warlord, General Madmoustache (I think), who has lots of dirty campaigns on the boil, each of a varying nature.

The key to countering each might lie in a simple seek-and-rescue operation, where you have to stealthily locate and return a hostage; or it might be a more all-out, finger-on-the-trigger blasterama. Whatever the mission, the game's always challenging (some people around here say too challenging) and you always have to keep an eye on reserve supplies and fuel levels ready to top them up.

Apart from my earlier quibble –



and that wasn't down to an oversight on the programmer's part as I said, merely a restriction of the hardware itself – the presentation is faultless, with full mission briefings and a rather tasty line in military hardware. The scrolling is smooth and, although it does slow down slightly when things get very busy, the action is genuine war movie stuff – but amplified by about ten times.

The other thing to bear in mind is the sheer scale of the thing – it's even huger than Andy's bulging wallet. Oh, and the later missions involve different vehicles to drive (or pilot) which adds a whole new perspective to the game. Damn, I should've said that earlier. You'll just have to look at the screenshots, okay?

Certain missions involve rescuing captured or stranded geezers. Winch them right up to safety!



Fly Stealth Fighter, fly like an expensive piece of military hardware that's hard to spot.



Anyone driving a VW camper deserves to have a big gun pointed at them, I say.

That little 'X' on the map is you. Blimey, I could work for Ordnance Survey, me.

BUNGLES
The gauges and indicators are finicky to access

TOTAL! TACTIX

Rather than attacking immediately upon approaching the enemy, bide your time and watch their fire closely. Look for their limitations – many cannot fire in all directions – and position your 'copter just out of harm's way. Using this method they'll keep firing and missing while you hover in safety, plugging away like nobody's business. The fools!



There's nothing quite like getting up in the morning and destroying a bridge before lunch.

GRAPHICS

The background scenery can be drab, but the main helicopter sprite is brilliantly animated.

8

SOUNDS

No in-game music but who needs it with meaty explosions and chocka-chocka spot effects?

7

GAMEPLAY

The game's quirks take some time to get to used to, but perseverance will reap rewards.

8

LIFESPAN

Even with level passcodes there's enough in the game to keep you slogging away for yonks.

7

TOTAL! JUDGEMENT

'A surprisingly fine conversion – if military warfare is your bag, then you'll find a whole holdall's worth of the stuff in this game. Not bullet-ridden bad!'

TOTAL! SCORE

87

Look, I'm sure I'm not the first to point this out, but isn't Fred's car just a little bit crap?

Can't beat a bit of bog-standard, seen-it-all-before platform action, can you?

THE FLINTSTONES

Blimey, he can jump a bit. Not bad for a fat lad, eh?

Ah yes, it's the obligatory mine cart section. Seen it all before I'm afraid.

PLAYERS:
1
FROM:
OCEAN
PRICE:
£24.99
RELEASE:
APRIL

'As you'd expect, the game's plot borrows many elements from the film, most prominently the likenesses of John Goodman and Rick Moranis.'

TOTAL! TACTIX

On Level 3, in the toy shop, you'll get to a section with a falling ceiling. If you just keep running from left to right you'll die every time. Instead, after you slide down the small sloping sections jump as you reach Level Ground again. This way you won't slow down in the usual skiddy fashion.

That's right, TOTAL! teaches you how to avoid accidental skids, so to speak.

It's a typical day here in the TOTAL! office. Outside, the sun's breaking through the clouds in its typical fashion; Andy's got his feet up on his desk in his typically boss-like manner; and my cup of coffee tastes awful, but in a thoroughly typical kind of way. I need a lift. Something to break the monotony. And bless my soul, maybe *The Flintstones* is just the kind of tonic I need right now. I'll be right back...

Oh dear. It turns out to be not so much a tonic as a depressant. There's no getting away from it: *The Flintstones* is a middle-of-the-road platform game. So middle-of-the-road, in fact, that you can almost see the white lines and tyre marks across its back.

As you'd expect, the game's plot borrows many elements from the film, most prominently the likenesses of John

STONES
It's got Fred and Barney in it and it plays smoothly enough.

Jurassic larks, erm, oh.



TOTAL! GAME BOY REVIEW

ONNES

Goodman (Fred) and Rick Moranis (Barney). Okay, so Fred looks like he's having a bad hair year and Barney like an old woman with an arthritic hip, but you get a fair idea of who it is you're supposed to be controlling.

Unfortunately, the elements that made the film vaguely entertaining – the Stone Age interpretations of modern day appliances – aren't in the game. So instead of things like birds playing records with their beaks you merely get one after another of boring little prehistoric pests, which, incidentally, you kill by (gasp! can it be?) jumping on their heads.

MOANS
Unoriginal and completely same-pap with a licence.

The levels are fairly long and include sections that scroll in all directions, so it's not merely a blast from left to right through the action. There are also some puzzly bits scattered around, and the bonus games are a welcome respite from the humdrum platform work. But there's no getting away from that 'T' word. Yeah, I'm sorry, but it's all just too tedious for me. (Consider yourself quite sacked – Andy.) **AT 10**



Two characters exchange their insignificant views to the boredom of our readers.

JOSSE SAYS...

'Oh goodness gracious me. Where's the excitement? Where are the interesting bits? I looked with a magnifying glass and all I could find was a half-hearted platformer with very few ideas of its own. There are so many better efforts than this available.'



As always, the way to defeat this boss is to jump on its head, several times. Not exactly original, but fun nevertheless.



WOT A BONUS!



This is one of the bonus levels. In this case it's that old favourite noughts and crosses. Win the game and you get a, er, bonus.

The sprites are almost recognisable and the backdrops recreate Bedrock quite convincingly.

7

Movie theme tune, rinky dinky effects – you know the drill. No worse than Johnny Mathis.

5

There's not enough to do, frankly. Some of the levels raise interest but it's generally dull.

6

Not a great deal here. You'll whip through the first few levels with great ease.

6

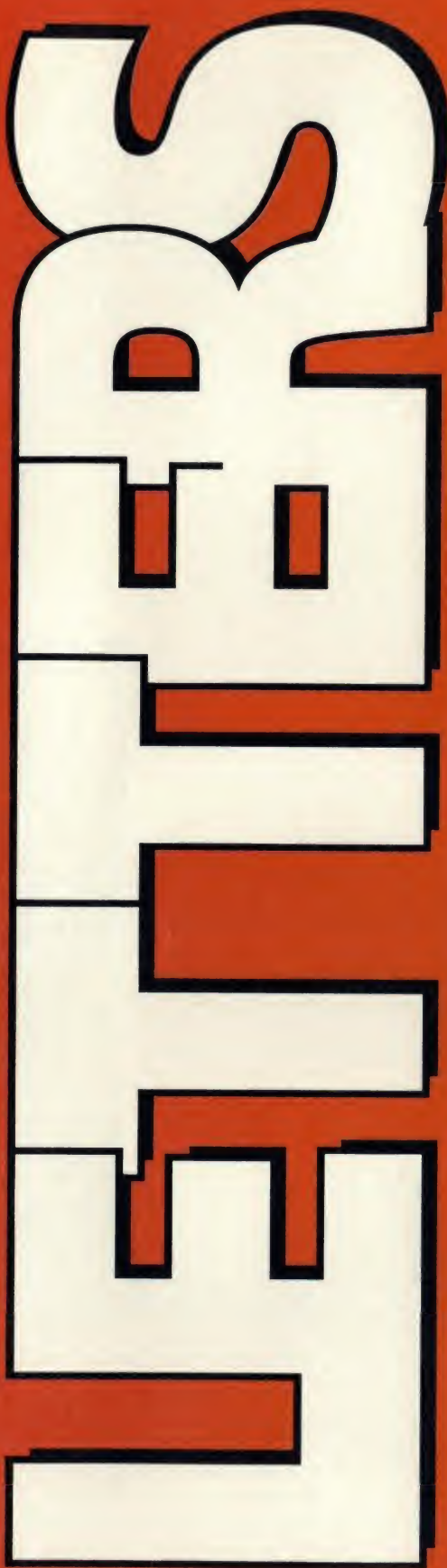
'With little choice when it comes to platforms, new attempts need to dazzle, to amaze, to enthrall! *The Flintstones* misses on each count.'

TOTAL
SCORE

60



This is Barney. Or is it just some pixels made to look like him for financial purposes?



Yep, it's that time again! Your chance to put pen to paper, fingertips to keyboard, or, if you're called Johnny, stubby fingers to Etch-A-Sketch...

JESSICA FOGDEN'S A BIT OF ALRIGHT!

Dear TOTAL!

In answer to Jessica Fogden's letter concerning the sexist *Super Metroid* advertisement in TOTAL! I was under the general impression that most people complained about there not being enough girls in computer games, and the only successful game ever to star a female character gets a complaint about the character carrying a change of clothes. The advert did not imply that every girl carries a change of clothes with her, but that *some* girls carry a change of clothes, particularly when fighting masses of enemies to find a deadly creature on a faraway planet.

When Jessica referred to the 'clever, intelligent, smart girls' she was presumably talking about those girls who are intelligent enough to comprehend the blatantly non-sexist message that women have been trying to convey since Victorian times.

James McGuigan, Hounslow

Dear James

Blimey, don't hold back James. One question though, what's this blatantly non-sexist message that women have been trying to convey since Victorian times? Call me dim but you were a bit vague. Do write in and tell us more. Oh, and love to Barry!

ATKO

CONNOR KELLY IS BONKERS!

Dear TOTAL!

In issue 38 you printed a letter titled The Irish Are Bonkers. I take great offence to that since not all of us are bonkers. Some, like me, are in fact crazed, lunatic, psychopaths who will kill anybody just for a bit of a crack. So, if I was you, I would watch who you go around making allega-

tions about in the future. Oh, one more thing, I know where you live so if you don't print my letter I'll come around to your house and scoop out one of your eyes with a melon baller while you sleep.

Connor Kelly, Omagh

Dear Connor

That's certainly one way to get your letter printed. We do apologise for any offence caused by last month's thoughtless headline. The Irish are not bonkers, some of them are mildly eccentric, that's all.

AKTO

BOOM, BOOM, WHAT A LOON!

Dear TOTAL!

In order to claim my free copy of *Lethal Enforcers* for the SNES, here is a rearranged version of the Jazzy Jeff And The Fresh Prince song *Boom Shake The Room*.

Yo back up now and give a brother room. The SNES is switched on and I'm about to go boom! Mercy, mercy, mercy me, my life is a cage but with Nintendo I'm free. Hyped up, psyched up ready for StarWing, standing in a crowd of mags like an island. And see the one that I want to buy and say come here cutie, I flip it around and work that booty. Work the joypad work work the joypad, slow down girl you're about to hurt somebody. Hold up y'all let's get one thing clear, there's only one reason why I came here. Your women don't want me to tell ya to tell ya what's up (Go) (Repeat twice). I came here tonight to hear the crowd go Boom Shake, Shake, Shake the SNES; Boom Shake, Shake, Shake, Shake the SNES. Tick, tick, tick tick, Boom! etc, etc...

Stephen Briggs, Clwyd

Dear Stephen

That'll do, that'll do. Blimey! Could you pick a

Dear Andy

Three years ago I bought three copies of TOTAL! issue one. I was planning to sell them in the future but have decided to burn two copies and keep the other one for myself. So a big raspberry to anyone out there desperate for one.

Ace Davies, Wales

You may remember this letter from Ace in issue 38. I asked you lot to come up with a fitting punishment for this terrible crime and there was a huge response. All those printed will receive the much coveted TOTAL! issue one. I suggest you go into hiding Ace.

Andy

Dear Andy

I think Ace Davies should be forced to slide naked down a razor blade into a vat of salt and vinegar.

Ace Davies' Mum, Huntingdon

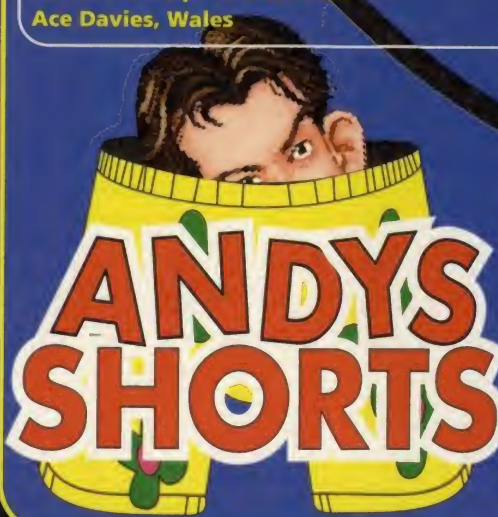
Dear Andy

Ace Davies should have his pancreas removed with a pencil sharpener blade, and then replaced with a Mega Drive cartridge (preferably *Sonic 1, 2 or 3*).

Tom Getgood, Liphook

Dear Andy

I think you should tattoo Ace Davies' stupid



Blah, Wibble, Moan, Groan, S

Johnny's Crayon Corner

shorter song next time. We've only got two pages to cram these letters into. Still, you'll be glad to hear that those lovely lyrics have earned you a copy of *Lethal Enforcers*.

ATKO

LISTEN TO ME

Dear TOTAL!

Please answer these questions because I'm getting fed up with you not answering my other letters. This is the last time I will write.

1. Does the Super Game Boy ever have a two-player option?
2. Have you got any news on *MKIII*?
3. When the Ultra 64 comes out are you going to have a compo to win one?

Paul Staples, Guernsey

Dear Paul

Please keep the letters coming in, we get around to them all eventually. Anyway here are those five answers that'll make your life complete:

1. The Super Game Boy only has a two-player option on selected games. You can only play against a friend on the blast-tastic *Wario Blast*.
2. Watch our news section for all developments on *MKIII*, we cover it almost every month. I can tell you now though that there will be at least ten new characters in the second sequel.
3. Of course we'll be bringing you a compo to win the mighty Ultra 64. In fact, you'll get the chance to win the first machine to enter the country. Not bad!

ATKO

name on his forehead and make him wear a Kick My Bottom T-Shirt.
Kevin Lapper, Oxford

Dear Andy

I think you should cut off Ace's eyelids and bury him up to his neck in the Sahara.

John Jones, Runcorn

Dear Andy

I suggest we rip off both his thumbs and then his head.

Gavin Wiggan, Barnsley

Dear Andy

Ace Davies should be hung 50ft in the air and dropped into a vat of stone-cold lime flavoured jelly. Also, the next time he has his hair done, tell the barber to give him the 'Atko special'.

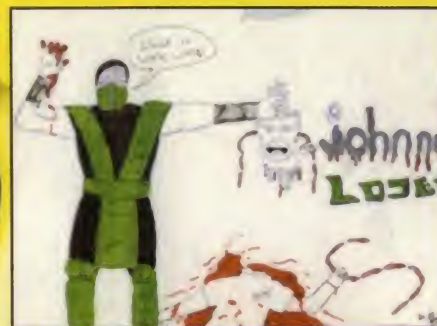
Tom Moore, Wolverhampton

Dear Andy

I hereby pronounce sentence on Ace Davies. He is to be covered in salt and

Crayon corner has been a big hit again this month. Johnny has been swamped with sack loads of reader art and as usual every pic printed will receive a free thing. Yes, a free thing! But remember to include your name and address.

A top little doodle from Walter Newton of Glasgow, Walter is a Debt Collector.



Erik Hesthagen from Norway apologises for the lined paper, well, I suppose they're short of trees in Norway, erm, wait a mo'...

Joe Adams vents his jealousy of Jon's monster, artistic talents in this feeble effort for a 13-year-old. Joe hopes to be a bingo caller in Wigtownshire.

Send your letters, drawings, silly photos, etc, along with your name and address to:
**TOTAL! Letters,
30 Monmouth Street,
Bath, Avon BA1 2BW.**

**WIN A
GAME BOY
CART!**

WEIRD PLACES I'VE PLAYED MY GAME BOY

No. 35



NAME: Penny the cat

AGE: 8

FROM: Glasgow

Penny the cat likes nothing better than a good session of *Ren And Stimpy* before having a quiet nap. She has to use this crude bookcase to play as her paws are apparently too small to hold the Game Boy and press the buttons at the same time. If you don't mind us saying, your ears could do with a clean Penny.

lemon juice, run over by a large orbital sander, hung up by the nose from the Sega building and dropped through rings of fire into a cunningly positioned bowl of TCP.
Hugh Fleming, Ealing

Dear Andy

I think we should all prey for Ace's troubled soul, and forgive him.

Bridey McMahon, Gort, Ireland

Dear Andy,

What 'e dun waz outa order man, 'e should be punished hardcore, yeah, chillin', innit!
Osmond Browne, Ilford

Dear Andy

Change his name by deed poll to Adam.
Melanie Brett (Mz), Muswell Hill

Dear Andy

An adult should sit Ace down and explain that bragging about such petty acts of bravado is a sign of deep insecurity and a repressed fear of banality and personal

failure, which is a common complaint in people from Wales.

Dr Andrew Zanelli-King, London

Dear Andy

He seems like a top bloke to me. Why don't you send him all your issues?

Ace Davies, Wales

Dear Ace

Why you little...!

Andy

TOTAL!

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TOT20: *Asterix* review, *Star Wars* solution
TOT21: *Mario All Stars* review, *MK* guide
TOT22: *Zombies* review, *Mega Man 3* tips
TOT23: New look, *Zelda IV* review

TOT24: *Cool Spot* review, *SMB2* solution
TOT25: *Aladdin* review, *Zelda Links* solution
TOT26: *Wolfenstein* review, VR feature
TOT27: *Stunt Race FX* feature, *Flashback* tips
TOT28: *Wario Land* and *Jungle Book* reviews
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TOT30: *Jungle Book* and *FIFA* reviews
TOT31: *SSFI* and *Smash Tennis* reviews

TOT32: *Stunt Race FX* review, *Ultra 64* news
TOT33: *MKII* review, *Super Metroid* solution
TOT34: *Batman* review, *Smash Tennis* guide
TOT35: *Lemmings 2* and *Micro Machines* review
TOT36: *Street Racer* review, *Killer Instinct*
TOT37: *Cannon Fodder* review, *Cruis'n USA*
TOT38: *Stargate* review, *DKC* guide
TOT39: *Unirally* review, *Cannon Fodder* guide

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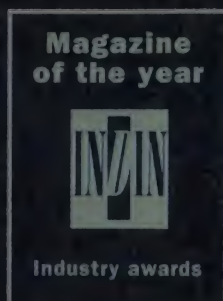
HOTLINE 1012251 443244

Ultra 64

comes out fighting



Edge has the first concrete details of the **64bit machine** that could slaughter Nintendo's opposition



Issue **twenty** on sale 23 March
at selected newsagents



TOTAL! TACTIX

The following three pages contain hot Nintendo secrets from some of the best gamers in the country. Want to join the **TOTAL! Hall of Fame**? Okay then. Simply send your best tips, cheats, and codes to: **TOTAL! Tactix, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW**. If you want to get the best out of your games, **READ ON!**

SNES
TACTIX



MORTAL KOMBAT II

Dale Riley from Alferton has discovered three top cheats for this SNES gore fest. On the character select screen press the following combinations as quickly as possible: For an uppercut that will as good as win the fight: DOWN, UP, RIGHT, UP, LEFT

AND SELECT. To get 29 continues: LEFT, UP, RIGHT, DOWN, LEFT AND

SELECT. To get double the time to perform fatalities: UP, UP, LEFT, UP, DOWN AND SELECT. Dale reckons that after these tips all but a complete game spaz will be able to complete the game.



SUPER BOMBERMAN 2

SNES
TACTIX

On the password screen type in 1111 and you will start the game with six bombs each with maximum range, detonator bombs and a power glove. Every time you die you will lose these power-ups but when you use a continue they'll magically re-appear. Thanks to Darren Aldous from Norwich for that gem of a cheat.



SNES
TACTIX



WOLFENSTEIN 3D

James Macarthur from Stornoway kindly supplied us with the following codes for this 3D shoot-'em-up. Cheers James.

Level 1-2 TRKKHB	Level 1-3 VHKKJF
Level 2-1 VVTLJJ	Level 2-2 RLKLHH
Level 2-3 RTTLJJ	Level 2-4 SKKLHT
Level 3-1 STTLHT	Level 3-2 PKKLQN
Level 3-3 PTKLQN	Level 3-4 QCTLSQ
Level 3-5 QTTLDM	Level 4-1 MCTLTP
Level 4-2 MNHQMR	Level 4-3 NCJLRP
Level 4-4 NNHLSQ	Level 4-5 KCTLMR
Level 5-1 KNTLMR	Level 5-2 LCBQQS
Level 5-3 LNJFTM	Level 5-4 HCJLNV
Level 5-5 HNHLMR	Level 5-6 JCKLQN
Level 6-1 JNKLQN	Level 6-2 DCKLRM
Level 6-3 DNKLRM	Level 6-4 FCKLSQ
Level 6-5 FNKLSQ	Level 6-6 BCKLTP



FLOOR
1-3



NES
TACTIX

CAPTAIN PLANET

It's good to see a few tips coming in

for the good old NES. Send in more please. Come on, the 8-bit isn't quite dead yet. Anyway, to kick off the revival Jamie Mole from Brighton sent us these very useful level codes for the classic, but not exactly brilliant, *Captain Planet*.

Level 1-2 - 763754	Level 2-1 - 955783
Level 2-2 - 637511	Level 3-1 - 148574
Level 3-2 - 786565	Level 4-1 - 920272
Level 4-2 - 799274	Level 5-1 - 344551





SNES TACTIX

SUPER RETURN OF THE JEDI

Fear not, you'll never need to use the force ever again thanks to Iain Randall from Little Neston who sent in the following codes:

Desert.....**RLGQMN**
Dance Hall.....**ZJLMRS**
Palace.....**LZLKJF**
Rancor Pit.....**VTYMZX**
Outside Sailing Barge.....**QZNFPP**
Inside Sailing Barge.....**VKCDFD**
Endor Speeder Bikes.....**ZCTKFC**
Ewok Village A.....**QYXYHB**
Ewok Village B.....**LFWLTQ**
Endor Forrest.....**QDQGKH**
Falcon 1.....**CPMRZV**
Field Generator.....**CDWLTY**
Inside Death Star.....**BPFZQ**
Falcon 2.....**RMNVLC**
Tower 1.....**RVKFKG**
Tower 2.....**VQXDQJ**
Throne Room.....**HLQMV**
Tunnel 1.....**VQJGWF**
Tunnel 2.....**ZZSTXZ**



GB TACTIX

TEENAGE MUTANT NINJA TURTLES

Trends, eh? One minute they're the hottest dudes around and the next they're replaced by five teenagers in lycra pants. Still, at least the turtles games were half decent whereas the *Power Rangers* effort was a travesty of programming. Anyway, on with the cheat.

At any time during the game, press pause and then UP, DOWN, LEFT, RIGHT, A and B for more energy. Many thanks Paul Stone from out of Bolton.



SNES TACTIX

THE CHAOS ENGINE

The following cheat allows you to begin this top blaster on World 3 with 25 lives, £49,114 and all the goodies you'll ever need. Go to the options screen and choose Player One versus CPU. Now fill the password section with T's and press End. Thanks to top tipster David Coleman from Linton for that one.

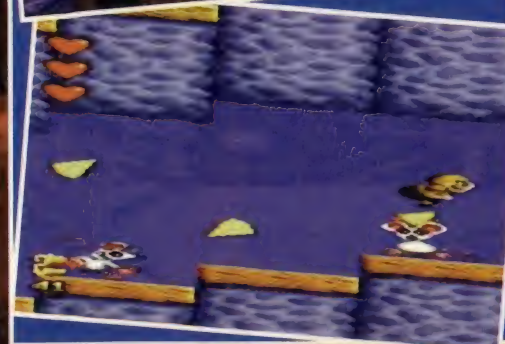
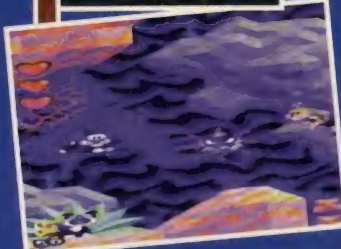


SNES TACTIX

THE ADDAMS FAMILY

Peter Harkin and Hayley Greagsby from Longfield tried the *Super Bomberman 2* cheat on *Addams Family* and it worked! As before, enter the password 1111 on the option

screen. When you start the game your life box will read 0. Lose a life and you should now have 99 lives. Phwoar! Not bad!



NES TACTIX



PROBOTECTOR

Yes this is an old tip but it's still a goodie. For 30 lives pause the game and press: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, B, A and START. A big sloppy kiss to Sonia Barve from London for that little beauty.



SNES TACTIX



BLACKHAWK

Martin Sousby from Hebburn wanted a prize for supplying us with these level codes. Don't be stupid Martin, isn't seeing your name in print reward enough? Too right it is! Anyway, here are the codes:

Level 02 - FBWC	Level 03 - QPZR
Level 04 - WJTV	Level 05 - RRYB
Level 06 - XJSN	Level 07 - CGDM
Level 08 - TJIF	Level 09 - GSG3
Level 10 - BMHS	Level 11 - Y4DJ
Level 12 - HCKD	Level 13 - NRLF
Level 14 - J6BZ	Level 15 - MJXG
Level 16 - K3CH	



NES TACTIX

ZELDA II

Get a key from one castle and use it in another to get everlasting keys. Not a bad tip at all.

Simple and easy to type. More like that please. Oh, and a big slap on the back to Trisha Yates from London. Cheers Trish!



Cheat Cart Codes

ACTION REPLAY CODES

We do our best to collect the most useful and up-to-date codes around. If the codes you need to get the best from your game aren't here, try calling the Nintendo hotlines. They are open until 5.30pm. Advice about Super NES on (01782) 745990, Game Boy on (01782) 745991 and NES on (01782) 745992.



STREET RACER

7E16F101 - Infinite turbo (player one)

7E16F305 - Infinite turbo (player two)
7E16F509 - Infinite turbo (player three)
7E16F70D - Infinite turbo (player four)



JURASSIC PARK 2

7EA9BOC6 - Infinite uzi (player one)

7EA9C0C7 - Infinite uzi (player two)
7EA9B20C - Infinite shot (player one)
7EA9C20D - Infinite shot (player two)
7EA9B6BF - Infinite dart (player one)
7EA9C6B0 - Infinite dart (player two)
7EA9B80B - Infinite gas (player one)

7EA9C80C - Infinite gas (player two)
7EB03228 - Unlimited energy (player one)
7EB09728 - Unlimited energy (player two)



EARTHWORM JIM

7E516233 - Infinite lives
7E662334 - Infinite normal gun



RISE OF THE ROBOTS

7E063948 - Unlimited time
7E0F4A45 - Unlimited energy for player one

7E109845 - Unlimited energy for player two
7E10300X - Use with code below for level select. Replace X with 0-6
7E11760X - Use with above code



SPARKSTER

00FFAD00 - Allows you to play the European version on Japanese and US machines

7E06910E - Unlimited energy
7E016809 - Unlimited lives
7E016A63 - Extra life for each gem collected
7E06A8FF - Full power meter
7E072100 - Only one hit needed to kill the first boss on level one
7E07B100 - Only one hit needed to kill the second boss on Level 1



MONSTER MAX

010X20D1 - Max will always have the Good Star for invincibility. Replace X with 1-5.

010121D1 - Max will always be invincible
010422D1 - Unlimited lives
010F23D1 - Max will always move at twice the speed
010F24D1 - Max will always have the Magic Ring
010F25D1 - Max will always be able to jump higher/further



UNIVERSAL SOLDIER

010548C1 - Infinite lives
080656C3 - Infinite energy
0C084BC1 - Infinite time
0A0125C1 - Always have the laser gun
0A0225C1 - Always have the laser cannon



SPIDERMAN 2

0829E2D0 - Unlimited web supply



DR FRANKEN

08D12BC8 - Infinite energy



SUPER HUNCHBACK

080CC7C0 - Infinite time
080CC8C3 - Infinite time (no time bonus)

SOLUTIONS

Don't forget to order your back issues - see page 68 if you missed them the first time round.

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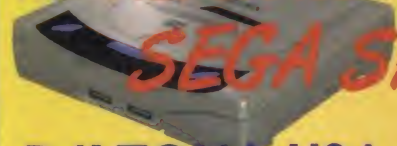
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SUPER PUN

PLAYER'S GUIDE

WORLD CHAMPIONSHIP

Aran Ryan

He's Irish, but you won't find any promotion of racial disharmony within these pages. It's an interesting bout, this, as Ryan gets tougher as the fight wears on. Concentrate on head punches for the most part – being an early fighter in this division, he's susceptible to the simple doge/punch routine. He'll try to grab you after you've dealt a KO blow – stop it using a body shot – or go for an easily blocked high/low repeat combo.

Let's ease into this month's tips instalment gently. This is a shot of a KO punch having just landed. Straightforward enough.



Aran's fairly predictable, but he'll still pummel your flesh given the chance.

If he gets you in a hold (as he has here) waggle and punch like mad!

Aran Ryan



Stats

RANKED

#3

FROM
DUBLIN
IRELAND

AGE 23

WEIGHT 160lbs

RECORD

18-10

Mad Clown

Stats

RANKED

#1

FROM
MILAN
ITALY

AGE 27

WEIGHT 370lbs

RECORD

17-9



Clown's obviously based on Bear Hugger and, as such, his stomach is iron.

Mad Clown

Use head punches, mostly from the left glove, to wear down this Chipperfield reject. He's a huge, durable fighter, so don't be alarmed if this fight wears on. Watch for his jiggle; it's an indicator that he's about to try a grab (like Bear Hugger). His other special attack comes in the form of his juggling balls (no laughing at the back). They aren't too tricky to dodge; just concentrate on spotting their direction early and move left, right or stand your ground. He'll follow this with a bouncing attack that must be ducked.



Simply bide your time when Clown starts juggling, and wait for him to throw...

...his balls at you, so to speak. After he's finished he'll go for an easily dodged jumping attack.

PUNCH OUT!!!

TOTAL! wraps its delicate hands with bandaging once more to bring you the second and final instalment of its guide to *Super Punch Out!!*. You might want to bring some protective headgear with you this month, and possibly something to protect the family jewels – things are about to get a lot harder...

Heike Kagero

You'll need to use quick punches to dispatch this hairy feller economically – the left head punch is the fastest. Like Dragon Chan, he uses a mystical form of attack; simply crash his body as soon as he sets up for it to stop him. His hair swing can be dodged to the left at first, then ducked under upon its second swing. Easy, really.



Heike's hair swing can be spotted a mile off – prepare yourself to duck twice in succession.

Let's face it: any bloke with lipstick on and long grey hair is bound to take a pasting every so often. Society, eh?



He's got his hairdo out again. Who does he think he is? Even Johnny's hair is less lively.



Simply wait for him to stop moving, here. No probs.



Heike Kagero

Stats

RANKED

#2

FROM

OSAKA

JAPAN

AGE 19

WEIGHT 120lbs

RECORD

14-8

Super Macho Man

Blimey. Things are starting to get hairy now. Macho uses just about every technique you've seen so far, and his corner will announce his routines before he lets fly. Attack A requires a simple high block; B – Stand your ground, but keep watching him; C – a triple uppercut that's easily dodged. Also watch for his spinning attack, which follows his fist rolling. Keep at it – he's tough – then it's on to the hitherto unmentioned Special Championship.

It's difficult to see how Super Macho Man got to be the World Champ when his moves are telegraphed to such a stupid degree. Cuh!



Super Macho Man

Stats

RANKED

CHAMP

FROM

LOS ANGELES

USA

AGE 28

WEIGHT 230lbs

RECORD

18-10



That's it. All over. Job done. He's out for the count. Now turn the page for a helping hand with the Special option.

SPECIAL CHAMPIONSHIP

Narcis Prince

Stats

RANKED

#3

FROM
LONDON
ENGLAND

AGE 20
WEIGHT 150lbs

RECORD

12-3

Narcis Prince

This is actually an anticlimactic first fight in the top division. Prince will evade most head punches that come his way with ease, so concentrate on his body, obviously coupling your shots with

Being a bit of a poser, Prince is even more satisfying to beat. The utter git.

dodges. Occasionally he'll go for a big swinging head punch, and that's the only sensible time to plant him on the jaw. And that's about it.



He'll block more head shots than body so, yes, you guessed it, concentrate on his puny little gut.

Prince backs off and groans 'Ugh!' before coming in and letting you have it. Watch for his silly expression.

He's a slippery, fast-punching kind of fellow, is Prince. Plenty of careful dodges are important here.

Rick and Nick Bruiser

Ouch! Ouch! Ouch! Apart from his usual holding elbow blows, both guys sometimes go for a jumping attack to the arms, like so.

Intendo must have been running out of memory when it came to the last two fighters; these guys are very similar in look and fighting style. They both have incredibly high endurance levels, so be patient with them and look to unleash a KO blow as often as possible. Alternating high/low punches mixed up with dodges works well with these characters. Nick's special attack is a three punch combo, which can be dodged easily to the left. Rick goes for a jumping punch, again easily dodged. Both characters use elbow blows; get on the end of one and a dead arm is the consequence, so look for the early warning signs and counter. That's it. Go get 'em champ!

Rick Bruiser

Stats

RANKED

#1

FROM
UNKNOWN

AGE ?
WEIGHT 210lbs

RECORD

41-1

When hit with a succession of blows, Rick recoils more than most characters. Timing your follow-up punches is therefore tricky to start with. No one said it would be easy.



Hoy Quarlow

With his stick, this dapper denizen of the ring may look at a slight disadvantage, but he calls upon all manner of attack methods. He'll avoid yer typical punch exchangement and rely instead on special moves. Like Piston Hurricane, he uses high/low combos; sometimes three up/three down/three up; and sometimes six up/six down. His stick comes into play with three strikes to the head followed by a body blow, and he'll try aerial attacks – dodge them as you would Dragon Chan's flying kicks.

Despite his obvious accumulation of years, Hoy has no problem high kicking and he'll use them often.

Most players dodge to the left in Super Punch Out!!. Hoy is one character where just left dodges simply won't suffice.

Hoy Quarlow

Stats

RANKED

#2

FROM

BEIJING
CHINA

AGE 78

WEIGHT 100lbs

RECORD

62-13

His array of attacks are all frustrating at first – because of his stick, his style is unlike any other fighter. Watch and listen and you'll be able to dodge even low blows.

'Forgive me for mentioning it old chap, but that's hardly Queensbury Rules, is it?'

Hands up if you remembered to put your deodorant on this morning. Yes, thank you Rick. Hands down now. And you might consider changing your brand, too.

If either fighter lands that elbow attack, your respective arm will be paralysed for a time. (indicated by your red – not green – glove.)

Nick Bruiser

Stats

RANKED

CHAMP

FROM

UNKNOWN

?

AGE ?

WEIGHT 210lbs

RECORD

42-0

These brothers both have quite phenomenal punching power and could conceivably knock you down with only three or four punches. Duck! Weave! Run away!

You know that Nick is evil because he has green eyes – the same colour as witches and that. Go and look in the mirror. Not green? Phew, eh?

PLAYER'S GUIDE PART 1

UNIRALLY


One-wheeled cycles racing around on brightly coloured tubes, doing backflips, twists and Z-flips? Without riders? Well, why not? This is the sort of thing that Atko dreams about so follow our own pineapple-headed player's guide to the first four sets of tracks.



GENERAL UNICYCLING TIPS

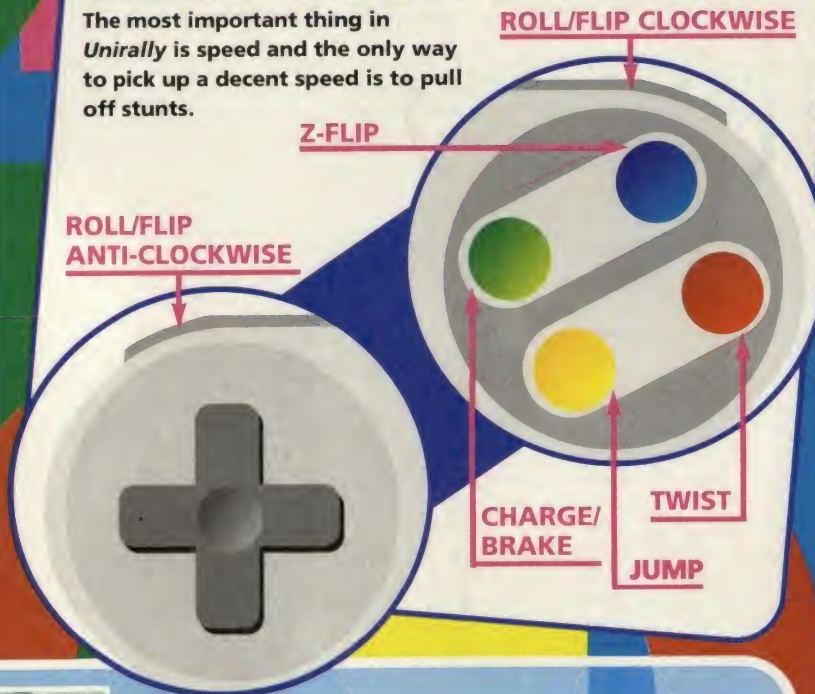
TRACK READING

The colours on the track aren't there for fun, you know. To succeed in this game, where hazards zoom up at such a speed, you need to know your Uni Highway Code.

-  Green means go. You are safe to jump, twist or Z-flip to your heart's content.
-  Orange means caution and it also means goo.
-  Red means don't jump - there's something tricky coming up.
-  Yellow generally means get ready to jump when the blue and yellow stripes turn solid yellow.
-  Chequered means that you're near the end.
-  Arrows just shove you about. You cannot argue with them, so it's not worth trying.

MEET YOUR BUTTONS

The most important thing in *Unirally* is speed and the only way to pick up a decent speed is to pull off stunts.



CRAWLER



1. DRAGSTER

It doesn't really get any simpler than this completely flat, hazard-free track. It's only really here to get you into the jump-roll-swing of things. Keep R pressed and hit jump. Remember, though, if you keep jump pressed down for less time you do a quicker, lower jump which allows you to get a lot more single rolls in. If you can't win this lap race by a comfortable two-second margin you might as well pack it in now and get back to your noughts and crosses, you sad person you.



2. ZOOM ZOO

This is a taste of things to come. After the first slope there's a ski jump and, if you don't shoot over it, a red one that follows. Red always means caution so the arrows that chuck you back the other way should come as no surprise. After that there are three big rollovers where you can get a quick flip in. With any big jump get some twists in, eh?



3. BOWL

Aah, bless. Your very first stunt track. One of the main things to remember is that if you press the jump button while rolling you actually move in the air, so you could end up landing in the middle of the bowl and lose all your momentum. Since this is a timed event, you don't wanna do that.



4. SWITCHER

Yet another first encounter, this time with purple goo which stops you in your tracks and robs you of precious momentum. When you see the orange track jump, get some moves in. This particular track has two levels and the upper one offers less goo. To stay on the top track look out for some yellow striped track and jump when it changes to solid yellow.



5. MONSTER

Start off with a couple of rolls, by all means, but once you get into the curves don't be tempted to jump until you've been through four of the big downward curves. If you do jump and land on the furry looking white stuff you'll be sent back to the start of the curve losing time and momentum. Once you've been round and you come across the yellow track, before the start, you can get five easy, speed-increasing rolls together.

SHUFFLER



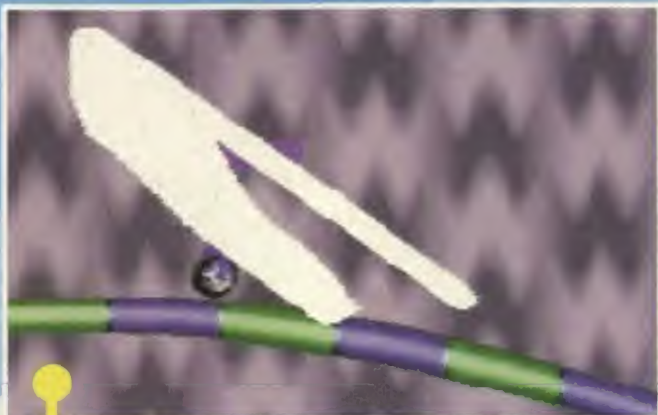
1. LOOPER

As a general rule, if you're going down a slope and you end up in the air get at least a double roll with some full twists in and remember that if, as is generally the case, you land on a slope you should land virtually horizontally. Looper starts off with this jump. After that get ready to go back with some arrows. Every time a slope ends flatly on Looper, there are some arrows. Other than that be ready for two big loops after some red arrows. These can be tricky but if you follow the direction as you go around the loop you'll be alright.

2. MEGA JUMP

Guess what? The main thing about this level is a huge jump. Before that, though, start with four rolls before ending up in the air above some arrows. Whenever this happens, get a roll in and then it's up the slope for the jump. Once in the air; twist, roll and flip for all you're worth. You get a fair amount of time but get ready to land, again, horizontally. Next, start rolling as soon as you see the yellow track, ready for the next lap.





3. JUMPS

This is another stunt track, but instead of a half pipe you get some big humps. Just go back and forth doing your stuff and you should get through easily enough.



4. FLAT RUN

The odd thing about flat run is that it's not at all flat. It starts off flat enough (you should be able to get four rolls in) but then it changes. After a sharp slope to the right get ready for a flat bit of red track that goes into an arrow cut back – a huge red and purple loop – which you should follow with your joypad; and when going left, slow down for a yellow drop off to a double arrow cutback. After all that it's relatively plain sailing.



5. INFINITY

Infinity is so-called because if you could see the complete track it would look like the infinity sign. The only time you have for stunts is one roll when you hit the bottom deck going either way. Roll over when you go over the top and you'll be fine. On bronze you should be winning by at least three clear seconds.

WALKER



1. DRAG RACE

Drag race starts off with a long straight stretch followed by a hill jump before a downward slope, which should mean at least a triple roll with twists. Following that there are two roll overs so when you find yourself going right again you should watch out for an orange warning of goo on the track. Next up is a gap in the upper track. Wait for the yellow track to turn solid and then jump to get to a series of boosting arrows.



2. PING PONG

The main features on Ping Pong are two huge roll overs, each preceded by red arrows. The first is followed by a double arrow cutback, while the second just banks round to track. These roll backs can be tricky, but your best bet is to follow the cycles direction on the joypad. If you can't manage this then let the D-pad go on approach and you'll fall through.



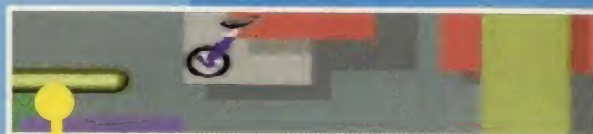
3. HILL CLIMB

Walker's obligatory stunt track is based around a series of air inducing hills. Just keep going to the right and try to get combined rolls and Z-flips for the big points. If you press your jump button down while rolling you can control your movement in the air.



4. HYBRID

This is like a racing continuation of Hill Climb where you'll inevitably find yourself in a lot of air. A red track means an upcoming hill so get ready to get at least rolls or twists here. To deal with a series of hills like this, practice your Z-flips and remember that the better the stunts you perform on each hill the more air you'll get on the next one.



5. SHORT CUT

The short cut comes about half way around the course and is the chance to miss a double arrow cutback. When travelling right you'll jump from a big hill and you should land on the brow, or beyond, a second one. Either way keep an eye out for yellow striped track and jump when it goes turns to save yourself precious time.

HOPPER



1. WARIO PAINT

The main thing to look out for on Wario Paint is a plinth-type arrangement. The sides go straight up so you need to roll forward while pressing jump to get over. Before this there's a group of terraces. Jump on the first one to get some good moves in and bypass an awful lot of crappy bouncing. Oh, and watch out for goo when you go right after the roll over.



3. DOWNER

Downer is one of the most fun stunt tracks consisting of nothing but lovely ski-jumps on steeply, descending slopes. This is the chance to go really mad. Hit all the buttons and flip all over the place to your heart's content.



2. CROCK

The second ski jump sends you straight into a huge wall, but as long as you roll over before you hit the ground you're laughing. After that there's a big hill so take the chance to get some serious twisting in. Apart from that there are a couple of places where you get launched through some arrows and land back on them. Remember to roll and if you're not sure which way the arrows are going just let them shoot you out and work it out then.

4. EAST

Apart from a group of red platforms which you bounce between about half way round this is a fairly uneventful course. Look out for a yellow jump to miss some arrows, though.



5. HAIRPIN

Unlike East, Hairpin packs an awful lot of incident into a small circuit. There's nothing too tricky here as long as you keep your head, though. Don't jump when your on red, watch out for goo and get a roll in when you're launched into the air.

UNIRALLY PLAYER'S GUIDE PART 2

Well, those were the easy tracks. That's why your opponents were called Crawler, Shuffler and the like. You'll have noticed that, having followed this player's guide, you have two new foes. Next month I'll be taking you through their tracks and on to the much more difficult gold tracks. See you then.



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● **Hello! I'm Stephanie. I'm 14 and want a reliable pen-pal of any sex, 13 plus. I like SNES ice-skating and arcades. Send a photo if you like.**

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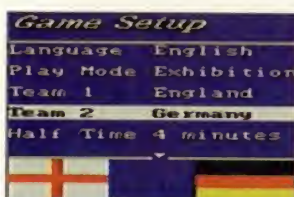
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CAN YOU HANDLE IT?



C&VG – FIFA on Game Boy is a graphical triumph. If you're a footy fan, this is probably the best one on the market.

GB Action 90% Super Gamer 85%
FIFA equals its counterparts on the other formats in every department. No mean feat at all!



ESPECIALLY ADAPTED FOR SUPER GAME BOY

KICK OFF - MARCH 24

Developed and published by Malibu Games under license from Electronic Arts



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TOTAL! RECALL

Since we've all gone completely *Killer Instinct* bonkers this month, we thought it would be a good idea to take a look back at the best ever beat-'em-ups on our favourite three games machines. Here goes...



BEAT-'EM-UPS

SUPER-NES

1. SUPER STREET FIGHTER II



Possibly the best beat-'em-up in the history of gaming. It's completely stunning in every respect, and a real improvement all round on *SFII* and *SFII*

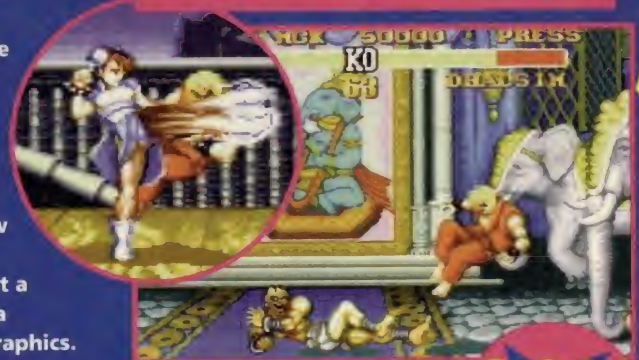
Turbo. How can you possibly resist the sizzling gameplay, superb sprites and staggering backgrounds? Brilliant beyond belief!

ISSUE 32 97%

At the time of its release we yelled from the rooftops that there would never be a better beat-'em-up than *SFII Turbo*. Okay, we were wrong but how were we to know that Capcom would bring out a super version with extra characters and better graphics. There's only 1% difference between the scores and this is usually around half the price of its super big brother so you decide.

A fantastic sequel to a dreadful original and perhaps the biggest improvement any game has ever undergone. Ever! Some of the best graphics ever seen on the SNES coupled with incredibly fast and ultra violent gameplay make this an almost irresistible beat-'em-up. Acclaim, Sculptured and Williams should all be damned proud of themselves.

2. STREET FIGHTER II TURBO



ISSUE 21 96%

3. MORTAL KOMBAT II



ISSUE 33 93%

4. DRAGON



Bruce Lee gets his second and best video game outing. *Dragon* is a massively entertaining beat-'em-up with loads of opponents and a

surprising amount of

variety. Great graphics, classic playability and highly-charged action. Perhaps a bit slow in terms of control response, but other than that we like it lots!

ISSUE 31 91%

5. TURTLES TOURNAMENT FIGHTERS

This was the first beat-'em-up to come close to *SFII*. It's as instinctive and has almost as much scope. With twelve characters, loads of funky backdrops and special moves a-plenty this is the perfect rip-off in search of an identity of its own.



ISSUE 25 90%

6. CLAYFIGHTER II



We only included the superior second *Clayfighter* outing as there isn't really a lot to choose between the two of these utterly silly beat-'em-ups.

Unfortunately, *Blue Suede Goo* failed to make a second appearance but most of the other ridiculous characters are there as well as a few new ones. Although it doesn't really live up to its full potential, this is definitely one of the better fighting games on the SNES to date.

ISSUE 38 89%

7. WWF ROYAL RUMBLE

Did you call me fat? This is all muscle, mate. Wrestling muscle. This one's got smart graphics and loads of characters but there's no way Hulk Hogan could have Ryu in a full-on, no holds barred fist fight. No way!

ISSUE 19 83%

8. FINAL FIGHT



Phwoar! This looks like a picture postcard from your favourite scum-filled metropolis. What a shame about the slow gameplay. This is challenging, but with no two-player mode it's not challenging enough.

ISSUE 9 78%

This is a great playing and good enough looking SNES arcade conversion, but sadly a case of too little, too late. Its strengths lie in the gameplay which is surprisingly enjoyable and very addictive. Unfortunately it's too easy to complete and there's little or no point in going back to do it again.

9. NINJA WARRIORS

ISSUE 31 75%

10. MORTAL KOMBAT

Once the novelty of the bloodless graphics has worn off you'll realise how repetitive and limited this is. Not the *SFII* beater everyone had been hoping for, but still an okay fighting game. The digitized characters are well

ISSUE 21 70%
done, but without the clever graphics there's not much else.

GAME BOY

1. MORTAL KOMBAT II

Out-performs anything else available on the hand-held. It feels in every way like a fully-fledged arcade experience. As if that weren't enough, we reckon it's one of the most playable Game Boy titles full stop.

ISSUE 33 92%

2. TURTLES: FALL OF THE FOOT CLAN

This is a huge, well-animated beat-'em-up and, what's more, it's playable beyond belief. Each level is teeming with gangly looking mutants leaving you constantly on your guard. To top it all off, the sounds are well funky. A class Game Boy title by anyone's standards.

ISSUE 1 91%

NES

1. SUPER STREET FIGHTER II



Brilliant graphics and loads of gorgeously fun sub-games.

Slime has never tasted so good. A seriously tough game for those who are serious about their beat-'em-ups.

ISSUE 11 92%

Hard but fair gameplay. Superb looking arcade graphics, eight levels and loads of variety. An almost unbeatable hand-held scrap fest. It's not easy but that's why we love it to bits.



3. BATTLETOADS



ISSUE 11 90%

4. BATTLETOADS IN RAGNAROK'S WORLD

This is a smashing beat-'em-up with loads of sub-games that really push the Game Boy to its limit. Well 'ard and essential for any serious games collection. Get it now!

ISSUE 24 88%

5. DOUBLE DRAGON II



Slick enough to keep you amused for quite some time but it won't set your heart a-pounding! Probably the best of the highly over-rated Double Dragon series.

ISSUE 4 77%

2. BATTLETOADS VS DOUBLE DRAGON



This is a beautiful looking game which is a bit easier than the original

Battletoads. Even so, it's still one of the best NES titles around. Praise indeed!



ISSUE 24 90%

3. BLUE SHADOW

Okay, so it's more of a platform beat-'em-up but definitely worth a mention. The graphics are stunning but it's the thoroughly enjoyable two-player mode that makes it something kinda special.



ISSUE 13 74%

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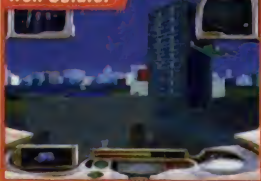
Doom - Special Edition



Dragon - Bruce Lee Story



Iron Soldier



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Jaguar allows you to zoom in on any part of a game's play area.

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EXPECTED DURING '95

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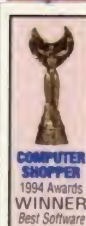
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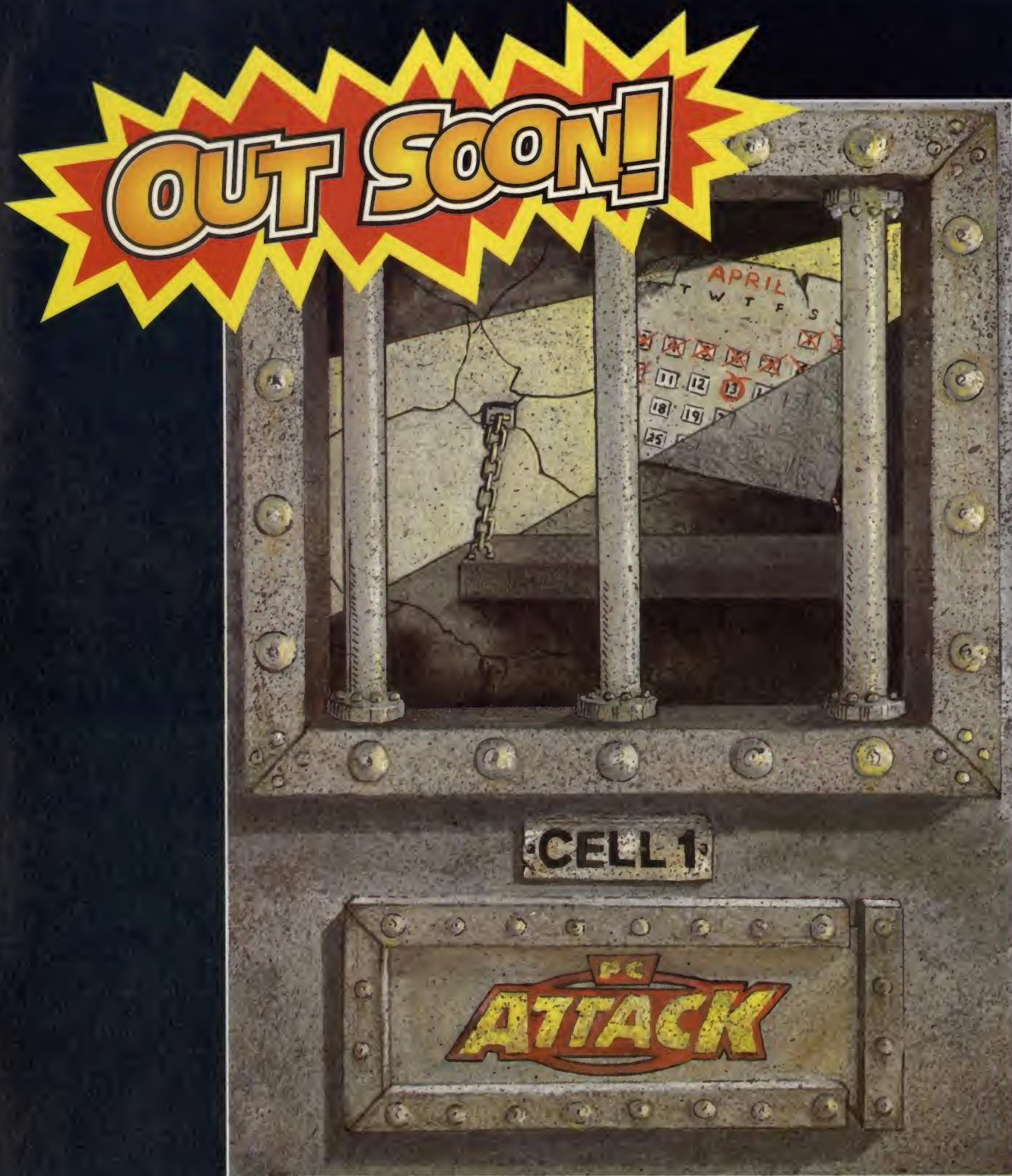
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MEGA MAN X2

The latest amazing instalment in the classic Capcom series gets the **TOTAL!** review treatment.



Plus:

Reviews

The Flintstones, Addams Family Values, Putty Squad, Dirt Racer and more.



Donkey Kong Land

is coming to the Game Boy. Be here for next month's preview.



TIPS! UNIRALLY

Don't miss the second part of our *Unirally* guide plus tips for *International Superstar Soccer* and *NBA Jam TE*.

Super Turrican

It could be one of the greatest shooters yet. Check out the review in the next issue.



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